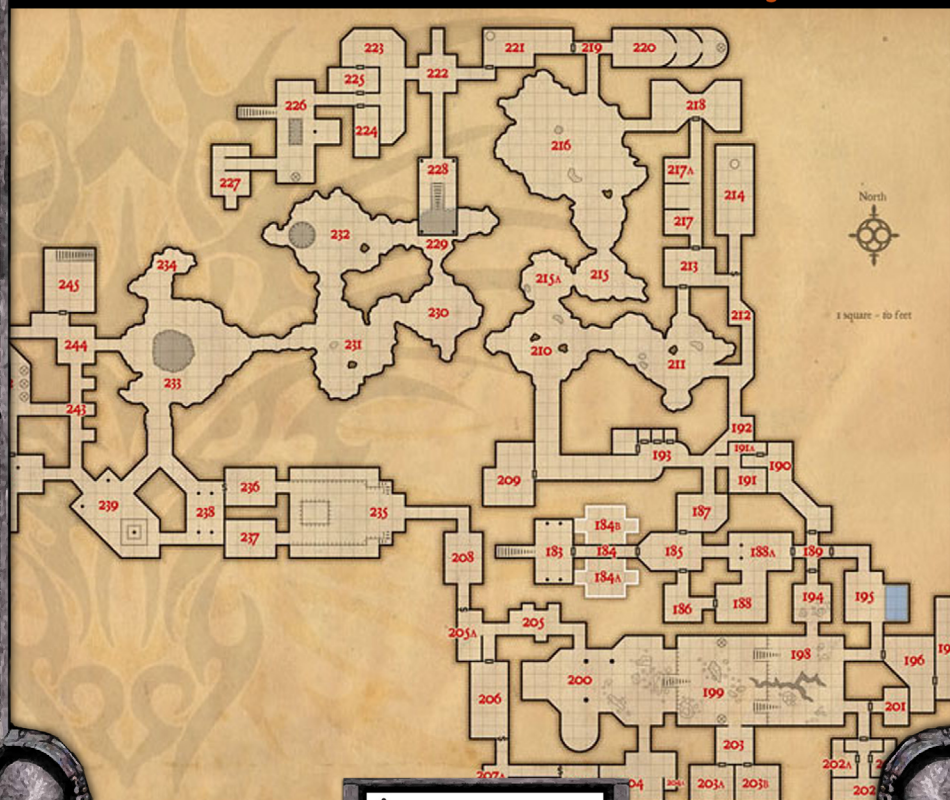


DUNGEON A DAY

DRAGON'S DELVE LEVEL 7: SPRAWL OF THE DEMON LEIGE

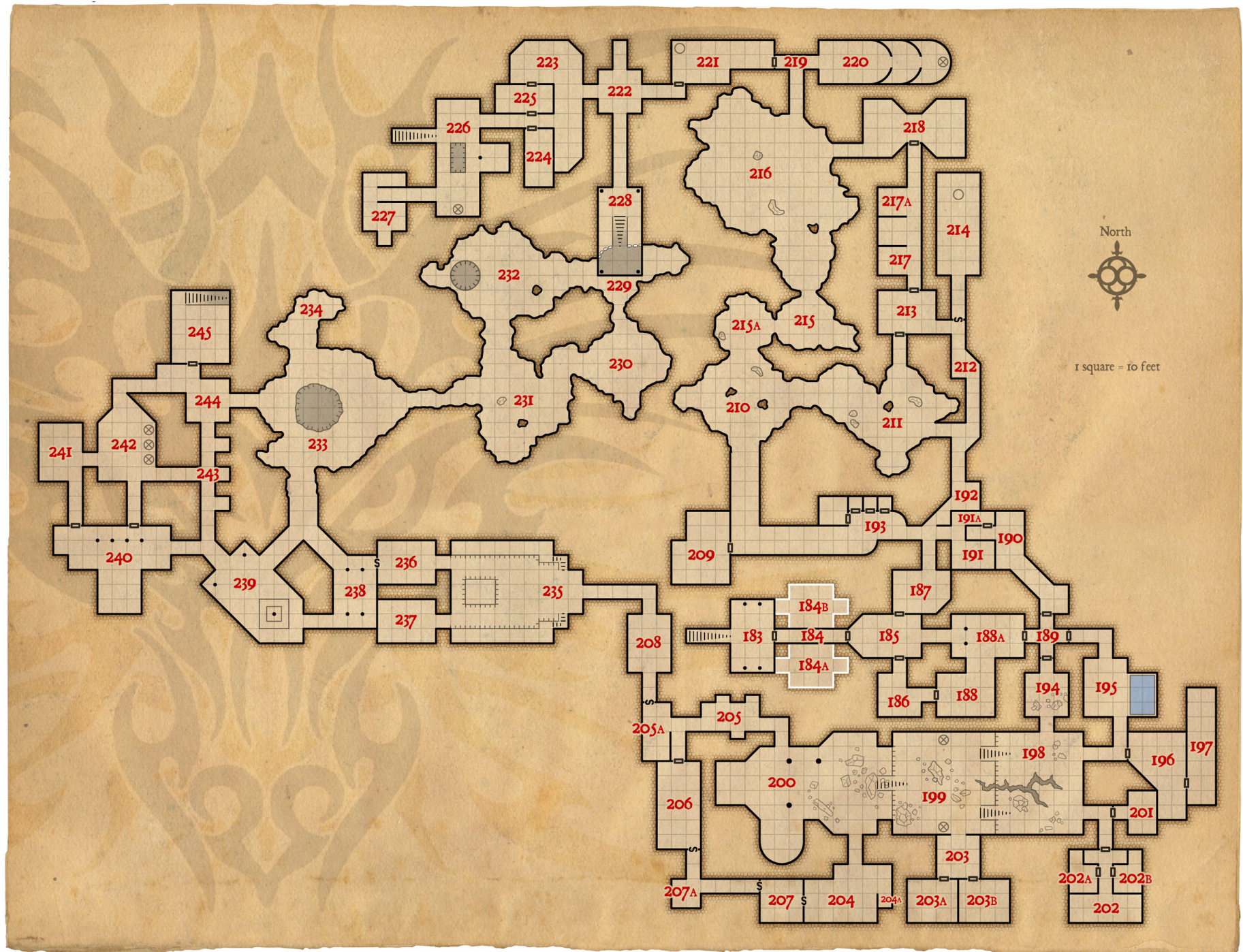


PATHFINDER
ROLEPLAYING GAME COMPATIBLE

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DRAGON'S DELVE LEVEL 7: SPRAWL OF THE DEMON LEIGE



DUNGEON A DAY

LEVEL 7: SPRAWL OF THE DEMON LIEGE

A little less than 500 years ago, the demon lord Rivenyk came to Dragon's Delve, seeking a lair of suitable size and style--conveniently remote--while he secretly plotted and schemed in the mortal world. Rivenyk, called by some the Shadow Man, by others the Dark One, set his aims long ago on ascending to godhood. He desires



spiritual power in the form of souls and worship. When the Duke Chordille built his keep above the ancient dungeon, he managed to tempt the Duchess into his service. But her sudden death a hundred years ago changed the demon lord's plans. He disappeared, leaving his subordinate, Czarzem the Wicked, in charge. Over the years, many of the demons that dwelled here left, but some remain.

The Demon Lord's Sprawl had been a continuation of the labs on Level 5, used by the Mages Four. Centuries of demonic habitation have left the place in discordant ruin, both physically and spiritually. Rivenyk and his ilk were able to call up chaos magic from deep within the bowels of the dungeon with devious aplomb. Portions of it seethe with such chaos and evil that they are no longer fully on this plane of existence, but are instead halfway into seeping into the Abyss itself.

Before the Mages Four, the level was build originally by the dwarves under Queen Ryssa, used as a large residential area. It barely resembles what it did back then.

It is worth noting that unlike say, the cultists on Level 6, the inhabitants of this level are horribly unorganized. It is not in their nature to coordinate their actions, aid one another, or even routinely communicate (unless otherwise noted). The PCs should be able to use this to their favor.

All outsiders encountered on this level are physically present and not summoned (unless otherwise described). When slain, they are truly dead and leave behind a corpse.

Unless the text states otherwise, the level's floors, walls, and ceilings are made of masonry stone. Ceilings are 20 feet high. All doors, unless otherwise described, are strong wooden doors, unlocked, two inches thick, with a hardness of 5, and 20 hp. Those that are locked have a Break DC of 25.

There are 63 rooms in Level 7.

LEVEL 7 RANDOM ENCOUNTERS

Use this chart for determining random encounters for Level 7 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	1d3 Trolls
76-80	1d3 Wraiths
81-87	1d4+1 Fiendish troglodyte warriors
88-91	1d6+6 Dretch demons
92-95	1d3 Babau demons
96-97	Succubus
98	1d4+3 Wraiths
99	Vrock
00	Hezrou

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

Fiendish Troglodyte Warrior

Female Troglodyte (Chaotic Evil)

Medium Humanoid (Extraplanar, Reptilian)

Warrior 2 CR 4

HD 2d8+3d8+15 hp 37

Init +0 Speed 20 feet

Languages Draconic

AC 21, touch 10, flat-footed 21

BAB/Grapple +4/+6

Attack +7 melee (1d8+2, longsword) or +5 ranged (1d6, javelin)

Full Attack +7 melee (1d8+2, longsword) and +4 melee (1d4+2, claw) and +4 melee (1d4+1, bite) or +5 ranged (1d6+2, javelin)

SA Smite good 1/day (+5 damage) stench 30 feet (Save DC 14)

SQ Darkvision, DR 5/magic, resistance to cold/fire 5, SR 10

Fort +9 **Ref** +1 **Will** +0

Str 15, **Dex** 10, **Con** 16, **Int** 9, **Wis** 8, **Cha** 8

Crucial Feats N/A

Other Feats Multiattack, Weapon Focus (longsword), Weapon Focus (javelin)

Crucial Skills Climb +1, Hide +0, Listen +4

Other Skills N/A

Possessions Breastplate, longsword, 3 javelins, 14 gp, 20 sp

183. DESCENT INTO DANGER (EL 9)

Summary: A terrible demonic sentry stands guard at the entrance to this level.

Sights and Sounds: This room is dark. A Listen check (DC 15) from well up the stairs or from immediately behind the door allows a PC to hear heavy breathing and a metallic scraping in this room.

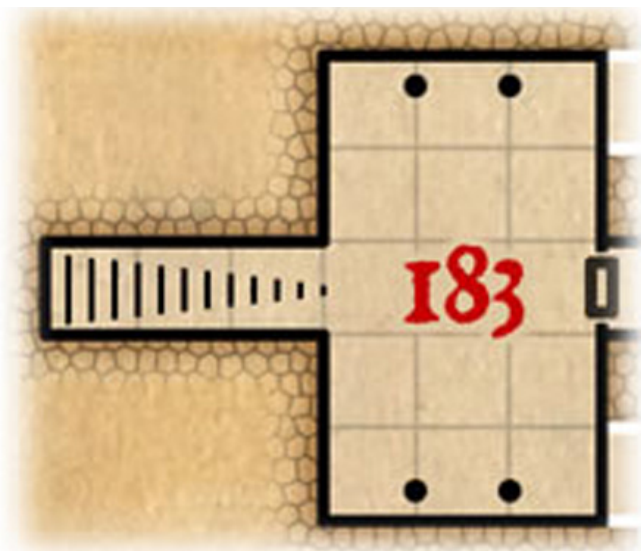
Broken stone litters the floor of this room. Standing amid the rubble, pawing at the ground with a hoof made of black metal, is a gigantic armored bull with glowing red eyes.

The north and south walls each have a pair of pillars near them, marred and burned with crude symbols. A door stands stoutly in the middle of the east wall. A staircase going up leads westward.

Inhabitant: The demons of this level have placed a gorgon bred in the Abyss here to guard. It has orders to destroy anyone coming down the steps that isn't either a demon or a known demon-follower, such as the troglodytes and trolls that dwell on this level. It fights to the death, but it won't leave this chamber. After all victims are dead, stone, or have fled, it smashes any petrified victims, slaying them.

This gorgon's petrifying breath works a little differently. Victims failing the save are not turned to stone immediately. Instead, it takes three rounds, during which time the victim's flesh slowly hardens. During this time, the victim is treated as slowed. At the end of the third round, the character is

petrified. Characters in the transitory state can be saved by *dispel magic*, as well as *stone to flesh* or *break enchantment* (or similar effects), any of which restores them to normal. They can also save themselves by moving at least 60 feet away from the gorgon, which will also return them to normal (a knowledge [arcana] or knowledge [the planes] check [DC 15] suggests this strategy). Slaying the gorgon will also accomplish end the transition. Characters in this transitory state who fail their save versus another use of the gorgon's breath turn to stone immediately.



Fiendish Gorgon (Chaotic Evil)

Large Magical Beast (Extraplanar) CR 9

HD 8d10+40 hp 84

Init +4 Speed 30 feet

AC 20, touch 9, flat-footed 20

BAB/Grapple +8/+17

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

SA Breath weapon (60 foot cone every 1d4 rounds, 5/day max, turn to stone, Fort DC 19), smite good 1/day +8 damage, trample 1d8+7 (Reflex DC 19 for half)

SQ Darkvision, low-light vision, DR 5/magic, resistance to cold/fire 5, SR 13

Fort +11 Ref +6 Will +5

Str 21, Dex 10, Con 21, Int 2, Wis 12, Cha 9

Crucial Feats N/A

Other Feats Alertness, Improved Initiative, Iron Will

Crucial Skills Listen +9, Spot +8

Other Skills N/A

Rubble: It will likely surprise no one that the rubble in this room is actually the shattered remains of petrified victims of the guardian here.

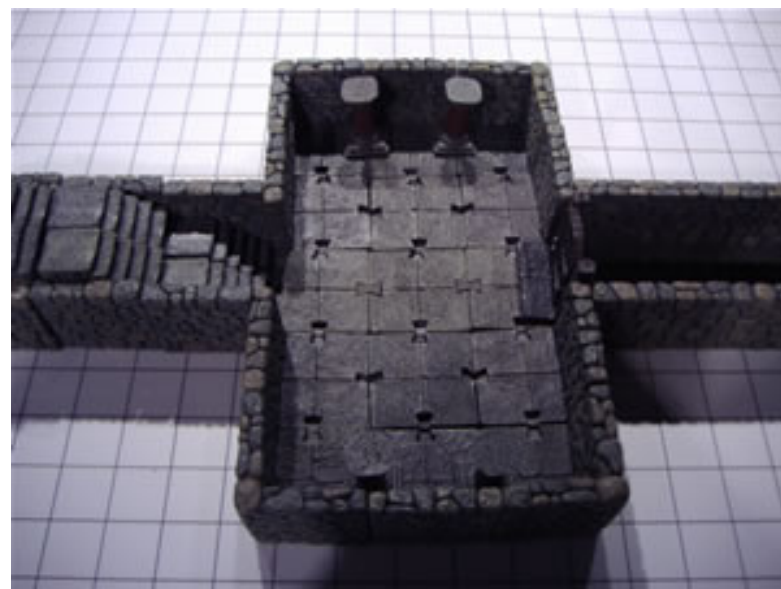
South Pillars: The symbols here can only be discerned using Decipher Script (DC 20). They basically mock and threaten intruders, promising horrible deaths.

North Pillars: Although they resemble the south pillars, if a PC touches either of these pillars, they will feel a slight electrical tingling. Anyone succeeding at a Knowledge

(arcana) or Knowledge (the planes) check (DC 24) can identify this sensation as having to do with an extradimensional space, not unlike a bag of holding or rope trick spell. The opening into this space is the area between the pillars, but it can only be accessed by someone wearing the glove found in area 184 (specifically, 184B). However, anyone making a Spellcraft (DC 18) check would realize that a successful *dispel magic* spell would dump all of the contents of the extradimensional space into this room. The space has a caster level of 8.

Inside the space are three jars of stone salve and the broken head of a petrified human victim. The head has a slightly modified *magic mouth* spell cast upon it so that if it is touched, the mouth of the head seems to say, "There's more of this kind of fun six levels down, my friend!" This is a reference to the dangers of the Petrified Congregation on Level 13. This space was created by the demons for when someone gets petrified against their wishes, or for when they'd like to revive a petrified victim for torture or feasting.

Door to Area 184: This door appears normal. A large keyhole is set into the middle of the door, but a simple examination (Search check DC 15) reveals that the door is not locked and cannot be locked. The keyhole is not attached to any locking mechanism. Instead, it has to do with shifting area 184



(see that area for more explanation). The keyhole has a moderate magical aura of transmutation and cannot be picked in any way.

Upping the Ante (CR 10): Making the gorgon's breath work normally increases its CR to 10.

REVISIT (EL 9)

If the PCs slay the fiendish gorgon, the next time they come here (assuming at least an hour has past), a vrock demon is here, investigating the scene of the battle. It attacks any intruders, but if the fight lasts for more than three rounds, it teleports away on the fourth round, traveling to area 210 to warn the demon there and heals itself. Then, two rounds later, it returns here. If the PCs are still here, it resumes the fight and fights to the death. If they are not, it remains here, standing guard and attacking any intruders it sees.

Vrock: hp 119

The vrock wears a belt with a leather pouch. The pouch contains 382 gp and a bead of force. If out of options, the vrock will use the bead itself, but it treasures the magic item as is reluctant to use it.

Connections: This chamber connects to area 142 and area 184.

See the Map of Level 7.

184: THE SHIFTING HALLWAY (EL 7)

Summary: A trapped hallway can be bypassed by literally moving it, allowing PCs to reach otherwise inaccessible rooms.

Sights and Sounds: This hallway is dark and quiet.

A long hallway stretches fifty feet from east to west. The ceiling is only 15 feet high.

DM tip: Don't make it obvious that you are reading descriptive text of this hallway, as it may give away that it is more than just a passage connecting two significant areas.

Trap: The hallway is trapped. While a rogue searching for traps may find it as usual, anyone looking into the hallway can make a Spot check (DC 25). Success means that they notice something's strange about the ceiling in the hall. It doesn't look like stone, it looks soft and somewhat shiny. Almost gelatinous. Investigation (levitating up to it, prodding it with a pole, etc.) indicates that the ceiling is a thick (8 feet thick, actually) layer of opalescent jelly. While it is cold and slimy, it is harmless. It is organic and not



even toxic. Magic holds it to the ceiling, but small bits can be pulled away easily enough. These eventually liquefy.

Anyone stepping more than ten feet into the hallway from either end triggers the trap. When this happens, the doors slam shut and the floor rises quickly until the floor is level with the bottom of the gelatinous substance. Anyone standing in the hall is now thrust into the gel. Such characters cannot breathe, cannot see, and can only take a single standard action or a move action during a round, but not both. All physical actions within the gel (attack and damage rolls, as well as Str-, Dex-, or Con-based checks and saves) suffer a -6 penalty. Movement requires a successful Swim check (DC 20) and is at a rate of 5 feet per round for all characters.

Meanwhile, anyone in area 183 or area 185 re-opening one of the doors sees the hallway as normal, with the underside of the floor as the ceiling. However, unless the strange quality of the ceiling was previously noted, the hall will seem identical to how it seemed before, minus any characters that may have been in it. Astute characters (Spot check DC 18) may notice that the floor is a few inches lower and the ceiling is too. Those making Listen checks (DC 15) can hear the trapped character(s) moving around above them.

The stone floor holding victims in the gel has a hardness of 8, 60 hp, and a Break DC of 28. It remains in place for one hour, likely well more than enough time for trapped characters to have suffocated.

Essentially, for trapped characters to survive, they will need to get out by magic (*dimension door*, *passwall*, etc.) or they will have to tunnel or break out. Perhaps more likely, those not caught in the trap can break them out—but can they do it before suffocation kills them? The DM needs to keep close track of the passage of time and the Con scores of those trapped.

When the trap resets, it does so completely—damage inflicted to the movable floor is repaired, and any prior disabling work is nullified. Everything is as it was when the PCs first arrived.

Gel Immersion Trap: CR 7; magical; location trigger; automatic reset in 1 hour; no save; suffocation; Search DC 25; Disable Device DC 25.



replaces the trapped hallway marked 184. Likewise, if the whole thing slides 20 feet south, area 184B replaces the hallway.

This shifting can only happen if both doors into this area are closed. It is accomplished by putting the key found in area 185 or area 186 into one of the doors on either end of the hallway. The red key (found in area 185) shifts the structure to the north, giving access to 184A. The green key (found in area 186) shifts the structure to the south, giving access to 184B. Using either key again shifts the structure back to

its starting position (as shown on the map). The room resets to its starting position (as shown on the map) after 10 minutes, regardless of what happens.

The shifting process takes two rounds and is very noisy as all nearby hear stone sliding against stone.

184A: This is the safe way to get from area 183 to area 185. The room is empty.

184B: This is not only a relatively safe way to get from area 183 to area 185, it actually conceals some valuable treasure. In the middle of the room is a heavy wooden chest bolted to the floor. It is locked (Open Locks DC 25). Inside lie a *flask of curses* and a glove made of silk. The glove

has an aura of minor conjuration magic and can be used to reach into any of a number of extradimensional spaces found on this level to access the contents inside (always by feeling around--the user cannot see into the space). The glove has no other uses, and no real value.

Upping the Ante (CR 10): The difficulty of the trap increases greatly if the DM just becomes mean (but perhaps realistic) about the rules for holding one's breath. PCs caught in this trap probably shouldn't have the chance to hold their breath. They should probably immediately have to start making Fort saves. (Perhaps a Reflex save with a DC of 20 might allow them to catch a gulp of air before being thrust into the gel.) Secondly, any round they spend doing anything strenuous, like trying to break through the floor, should count as two rounds in regard to the Fort save DCs and/or the length of

Treasure: Suspended deep within the gel are the remains of three humans. One wears a suit of +1 banded mail of light fortification and has a masterwork flail. Another has a +1 handaxe of returning and a leather pouch with 293 gp. The third wears a pair of silver rings (each worth 50 gp), as well as a *lesser strand of prayer beads*, and has a flask of alchemist fire and a pair of sunrods. They have other miscellaneous mundane gear as well. Finding these figures and getting them out should prove to be a challenge.

Shifting the Hallway: The entire section labeled 184, 184A, and 184B would be best thought of as a single structure within an open area 50 feet east to west and 110 feet north to south. This enables the entire "structure" to move 20 feet north or south using magical mechanisms. If it moves 20 feet north, the open eastern and western ends of 184A match up with the doors into area 183 and area 185. In other words, 184A



time they can hold their breath. Be warned, however. Both these suggestions together make this death trap VERY deadly.

Connections: This chamber connects to area 183 and area 185.

See the Map of Level 7.

185. FLIES

Summary: This room is cursed with annoying (but harmless) flies.

Sights and Sounds: The room is dimly lit by candles. No roll is needed to hear the buzzing of the flies.

You hear a buzzing, droning sound as you approach this area, quickly realizing that it is because it is full of large, black flies swarming in the air and crawling upon every surface. Broken wooden furnishings--really just bits of splintered wood at this point--clutter the chamber. In the northwest and southwest walls, small shelves hold wooden candlesticks painted red, with lit candles of whitish-yellow tallow that provide just enough illumination that the swarm of insects

casts flickering, strangely-shaped shadows on the walls.

The Flies: The flies are a sort of curse brought upon by the presence of so many demons. That said, they are not magical in any way, and are finite in number. They will not leave this room under any circumstances. Characters wishing to kill all the flies could do so the mundane way (swatting), but this would take about twenty man-hours, during which time the DM should roll for random encounters, and the characters will automatically be surprised by incoming encounters if they do not post a dedicated watch (who won't contribute to the fly killing). Players may come up with creative ways of killing the flies faster, and the DM should not discourage them.

Hatch in the Ceiling: With the swarming insects and dim light, the fact that there is a wooden hatch in the middle of the ceiling is not immediately obvious. Anyone making a Search check (DC 10) notices it, of course. The ceiling is 20 feet high, and so getting to it can be a small challenge. It opens easily enough, and above it is a small room--about a 15 foot by 15 foot cube, actually. There is a coil of 30 feet of rope tied to a spike hammered into the floor. Scrawled on the north wall are tic marks as though someone was counting something (there are 33 marks). A key hangs on a hook on the west wall. This key can be used on either door leading into area 184 to shift the hallway south giving access to 184A.

The flies do not come here. This room, while not completely hidden and somewhat cramped, could be a possible rest point for the PCs. No random encounters bother them here as long as they close the hatch while inside, although they may hear things passing beneath them.

Magical Candlesticks:

Anyone touching either of these candlesticks instantly knows they are magical and have two special powers. In this room, they burn continuously. Taken out of this room they lose that power but gain the power of *true restoration* (CL 16), which can be activated once. Once so used, they become powerless. Further, this power is only usable by the character that takes them out of the room, so they have no resale value. However, the character touching the candlestick knows that they cannot be removed from their shelf until every single fly in the room is dead.

Development: If the PCs make an inordinate amount of noise here, the demon in area 188 will awaken and reluctantly investigate. In this case, inordinate means "more than simple combat." So swatting flies does not count. Setting off a *fireball*, however, does count.





186. MEPHIT SPAWN (EL 8)

Summary: Hidden beneath the floor is a strange extraplanar egg.

Sights and Sounds: This room is dark and quiet.

The arid atmosphere in this room is immediately noticeable. You see little of interest here, however.

Secret Cache in the Floor: Anyone searching the room (Search DC 18) discovers some loose stones in the floor. Easily pried up, they reveal a cache in the floor six feet

across and just as deep. Filling this area is a huge egg seemingly made of salt. Loose salt crystals cover what little of the floor of the cache isn't already taken up by the egg.

The Egg: This otherworldly egg is here until it hatches into a massive salt demon. In order to create this creature, four salt mephits were placed in stasis within it

If it is touched, the egg cracks and four small punctures appear, each accompanied by a puff of dry salty dust. The four salt mephits come out of the egg and attack. These are large and particularly tough for their kind (almost five feet tall). They can work together with their breath weapon attack, increasing the save DC by +1 for each extra mephit beyond the first and adding their damage together, plus an additional die of damage (so DC 16 for 5d4 damage if all four breathe together). They can also use this aggregation with their moisture drain

ability (so DC 17 for 9d8 damage). If they remain within 30 feet of the egg, their fast healing ability works.

Salt mephits (4): hp 30, 28, 25, 24

Tactics: The mephits use their moisture drain ability immediately and then attempt to coordinate their breath weapons. They will not leave the immediate area of the egg.

Treasure: Lying next to the egg, amid the salt, is a key. This key can be used on either door leading into area 184 to shift the hallway south giving access to 184B.

Inside the egg, however, is a treasure of a different kind. If the egg is completely smashed (easily done), PCs find four large fist-sized crystals of translucent white and perfect shape inside (worth 140 gp each).

Development: If the PCs do nothing about the egg, within the next week or so, it will hatch. The salt demon appears to be a massive muscular humanoid made of salt. It uses a large earth elemental's stats, except that rather than its earth glide ability it has a

Door to Area 184: This door appears normal. A large keyhole is set into the middle of the door, but a simple examination (Search check DC 15) reveals that the door is not locked and cannot be locked. The keyhole is not attached to any locking mechanism. Instead, it has to do with shifting area 184 (see that area for more explanation). The keyhole has a moderate magical aura of transmutation and cannot be picked in any way.

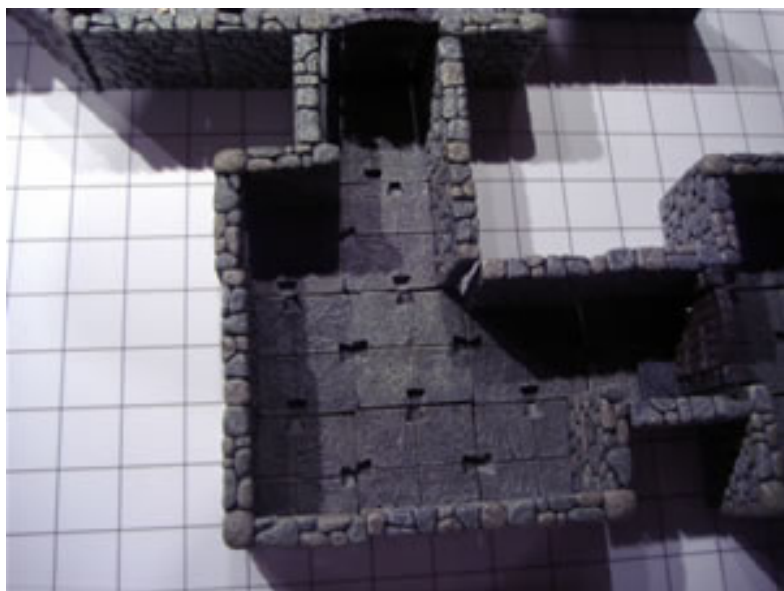
REVISIT

If the PCs kill the flies, within 24 hours, more flies appear, although not as many as there were. Within 48 hours, the number is the same as there was when the PCs first came here.

Connections: This chamber connects to areas 184, 186, 187, and 188.

See the Map of Level 7.





Connections: This chamber connects to area 185 and area 188. See the Map of Level 7.

187. THE GREAT DEMON FACE

Summary: A possessed carving answers questions here--and sometimes it even tells the truth.

Sights and Sounds: This room is dark and quiet.

The floor here is smooth white marble, and the walls are painted red. This room is dominated by a massive carving of a demon's face on the southeastern wall. This reddish-purple face is 15 feet high and 10 feet across, with horns and yellow eyes. Its fanged mouth sneers.

A long wooden ladder hangs on hooks on the western wall.

breath weapon like a salt mephitis (DC 18, 6d4 damage) and the moisture drain ability is a constant effect that requires no action on the creature's part (DC 14 for 2d8 damage).

Salt Demon: hp 70

Development: If the PCs make an inordinate amount of noise here, the demon in area 188 will awaken and reluctantly investigate. In this case, inordinate means "more than simple combat." So fighting the mephitis with melee attacks does not count. Setting off a *fireball*, however, or using a *shout* spell, does count.

REVISIT (EL 2)

Once the egg is broken open, one way or another, it becomes even more arid in the room. 24 hours later, anyone coming into the room must make a Fortitude save (DC 14) each round or suffer 2d8 damage here.

Ladder: This ladder is 25 feet long, meant to be used in area 185.

The Demon Face: As soon as anyone enters the room, the face speaks. "Ask me if I will answer your question. Your true question will be answered with a single word." It then waits for someone to ask permission. The process must always be, first ask if it will answer, and then ask the question.

To determine if the face will answer a question, roll 1d6 the first time, and 1d8 for all subsequent attempts.

1-3 The face states that it will answer one question if (10 hit points worth of) blood is dripped into its mouth. It will then, in fact, answer one question truthfully if possible.

4-5 The face states that it will answer one question. It will, but the answer is a lie.

6 The face states that it will answer one question. It will, and the answer is true if possible. It will answer no more questions for 24 hours.

7 The face states that it will answer not answer a question. However, if it is asked a question immediately, it will answer it truthfully if possible.

8 The face states that it will answer no more questions, and it will not do so for 24 hours.

The demon can only answer questions about the present and the past, and only those relating to Level 7 of Dragon's Delve. Regarding questions that it can answer, remember the demon face is not omniscient. It is, however, devious, mischievous, and



a stickler for rules. Any question that truly requires an answer of more than one word will be answered nonsensically with a single word. For example, if a PC asks, "where is the greatest amount of treasure on this level," the face might say, "blue." Yes or no questions, then, are the best way of making sure this doesn't happen.

Any attempt to ask the face about the future or about anything beyond this level of the dungeon will be answered with a lie. Thus, fair game questions include questions about the layout of this level, its inhabitants, or its history. It doesn't tell them this, of course.

The demon is immune to spells. Destroying the carving physically will keep it from speaking (Hardness 8, 60 hit points).

Connections: This chamber connects to areas 185, 191, 192, and 193.

See the Map of Level 7.



188. DEMON BRUTE (EL 7)

Summary: A demon stands guard here, or at least it's supposed to be. You will need the Demon Brute illustration handout (see Appendix C).

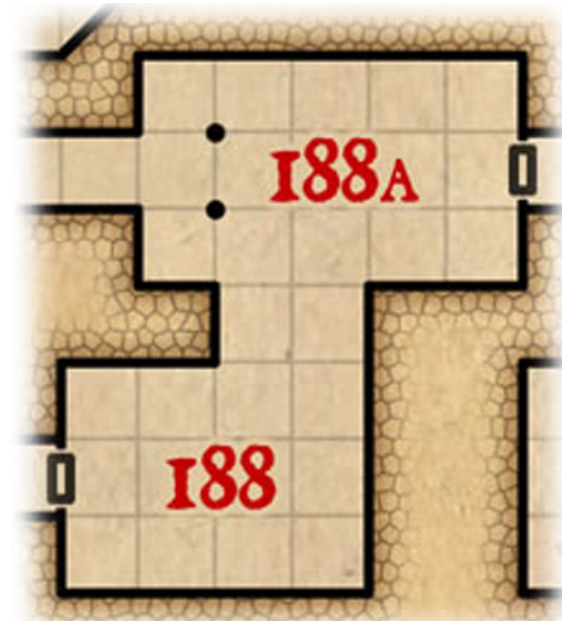
Sights and Sounds: Anyone listening near this room (DC 18) hears the demon snoring.

The eastern wall holds a large variety of wicked looking weapons mounted upon it. Leaning against the south wall is a large humanoid being with goat-like hooves and horns. It appears to be asleep. Floating next to it is a disembodied face of pearlescent white, its shifty eyes darting this way and that.

The floor here is a surprisingly polished red marble. A tapestry covers the south wall displaying a courtly scene with noble knights and beautiful ladies.

Weapons: These weapons are mostly normal, although there is a bastard sword, a glaive, and a crossbow all of masterwork quality and a battle axe of cold iron. There is a mighty composite bow (+2) as well.

Inhabitants: The humanoid creature is a brute demon who is supposed to be on guard, watching over areas 185 to 188. Show the players the Brute Demon Illustration handout. It is asleep. The face, however, is a minor spirit that it has convinced to stand watch for it and awaken it if trouble arises. The face has a Listen and Spot score of +10. If it



becomes aware of intruders, it wakes the demon, but this takes a full round.

Once the demon is awake, the spirit cannot attack (or be attacked). However, it continually offers advice and insight to the demon by whispering in its ear. Thanks to the spirit, throughout the ensuing combat, the demon gains a +2 bonus to AC, all attack and damage rolls, saves, and checks. The spirit can be dispelled (CL 6) or banished. It disappears after the demon is slain.

Brute demon: hp 75

Development: If the PCs make an inordinate amount of noise in area 185 or area 186, this demon will awaken and reluctantly investigate. In this case, inordinate means "more than simple combat." So fighting the mephits with melee attacks in area 186 does not count. Setting off a *fireball*, however, or using a *shout* spell, does count.

Tapestry: A close look reveals that all of the figures in the tapestry actually have demonic features: horns, red eyes, goat hooves, etc. It is worth 50 gp.

188A: The pillars hold an extradimensional space in between them, similar to the pillars in area 183. It holds a jug of alchemical liquid that heals demons as if it were a *cure serious wounds* spell, but to mortal creatures it is poison (DC 19, 1d6 Con/1d6 Con damage). It also contains a +1 *bashing shield* (heavy, iron) with a red fist device emblazoned upon it.

Connections: This chamber connects to areas 185, 186, and 189.

See the Map of Level 7.

189. TRAPPED INTERSECTION (EL 5)

Summary: This corridor is trapped with a dangerous pit, but there's also treasure at the bottom.



Sights and Sounds: This area is dark and quiet.

This corridor is a crossroads, with four doors, one in each cardinal direction. The walls are painted pale green, although they are creased with many cracks. Dust and small loose stones lay about the floor.

Pit: In the middle of the crossroads is a pit trap triggered when at least 100 pounds is placed upon it. A hidden switch (Search DC 18) near the north door deactivates the trap.

Spiked Pit Trap: CR 5; mechanical; location trigger; manual reset; DC 25 Reflex save avoids; 40 feet deep (4d6, fall); pit spikes (Attack +10 melee, 1d4 spikes per victim for 1d6+4 each); Search DC 21; Disable Device DC 20.

Treasure: At the bottom of the pit are a mass of bones, a silver and jade amulet (75 gp), and a *horn of the angelic host*.

Development: If the PCs make a lot of noise here, the fiendish troglodytes in area 190 may come to investigate. They know about the trap and how to deactivate it.

Connections: This chamber connects to areas 188, 190, 194, and 195.

See the Map of Level 7.

New Magic Item

Horn of the Angelic Host: This large ivory and silver horn requires a full round action to blow. When sounded, a glorious sound seems to ring out from all directions that can be heard for a great distance (5 times the distance of a normal horn). The sound summons a hound archon that appears and serves the owner of the horn for 7 rounds. The horn can only be sounded once per week.

Moderate conjuration; CL 9; Craft wondrous item, summon monster V; Price 5,000 gp; Weight 1 lb.

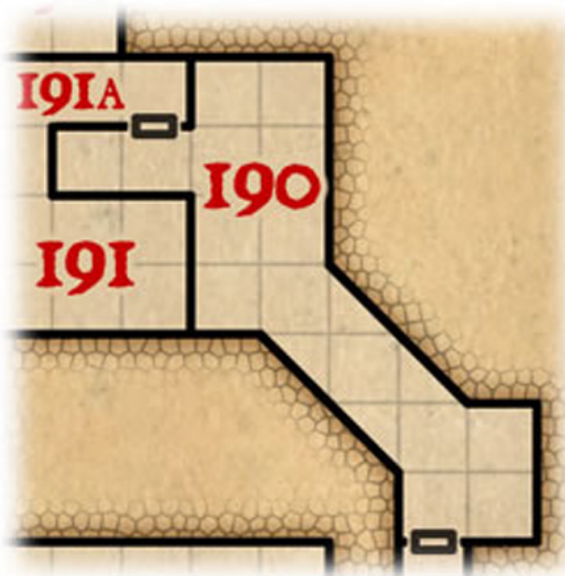


190. DEMON TROGS (EL 7)

Summary: Some fiendish troglodytes dwell here, standing guard.

Sights and Sounds: The room is dark. Anyone making a Listen check (DC 10) can hear the trogs moving around and arguing (in Abyssal).

This place stinks of rotten meat mixed with an acrid odor that makes your eyes water. Three wire mesh bags hang from hooks on the north wall containing rotten meat. A wooden barrel containing javelins rests in one corner. A few miscellaneous weapons hang on the eastern wall, along with crude implements of torture: thumbscrews, barbed whips, spiked collars, and so on. Two piles of furs and skins on the ground may be beds, but amid the clutter of clothing, broken gear, stained rags, and other detritus on the floor, it's hard to be certain. In the deep western niche, the far wall bears a hideous painting of a leering face in spattered blood.



Inhabitants: There are three fiendish troglodyte warriors here, arguing over a burlap bag filled with coins. These trogs have luminous, blood-red eyes and black scales that almost seem metallic. They cover their armor and gear in teeth, bones, horns, feathers, flesh, and other trophies taken from fallen foes--and friends.

Fiendish Troglodyte Warrior

Female Troglodyte (Chaotic Evil)

Medium Humanoid (Extraplanar, Reptilian)

Warrior 2 CR 4

HD 2d8+3d8+15 hp 37

Init +0 Speed 20 feet

Languages Draconic

AC 21, touch 10, flat-footed 21

BAB/Grapple +4/+6

Attack +8 melee (1d8+2, longsword) or +5 ranged (1d6, javelin)

Full Attack +8 melee (1d8+2, longsword) and +4 melee (1d4+2, claw) and +4 melee (1d4+1, bite) or +5 ranged (1d6, javelin)

SA Smite good 1/day (+5 damage) stench 30 feet (Save DC 14)

SQ Darkvision, DR 5/magic, resistance to cold/fire 5, SR 10

Fort +9 **Ref** +1 **Will** +0

Str 15, **Dex** 11, **Con** 16, **Int** 9, **Wis** 8, **Cha** 8

Crucial Feats N/A

Other Feats Multiattack, Weapon Focus (longsword), Weapon Focus (javelin)

Crucial Skills Climb +1, Hide +0, Listen +4

Other Skills N/A

Possessions Breastplate, masterwork longsword, 3 javelins, *potion of cure light wounds*, 8 gp, 12 sp

Background: This band of all-female troglodytes descends from a small band of their kind drawn into the Abyss in a botched ritual. These creatures struggled against the horrific conditions and demonic creatures there for generations, their young taking on a taint of the place. Against all odds, they flourished and today their numbers are vast. Some have learned that they can return to the prime material plane, but only in the service of powerful demon lords.



Treasure: The bag contains 499 gp, 207 sp, and 826 cp. None of the tools and weapons here have any real value.

Development: If these creatures hear noise in area 189 (such as the trap being sprung) or in area 191, they will move to investigate. They are well aware of the traps and how to avoid or deactivate them.

Likewise, if the sorceress in area 191 hears fighting here, she will join the fray two rounds later.

Upping the Ante (EL 9): Add another troglodyte and give each a +2 attack bonus, SR 20, AC 23, and 50 hit points (each would be CR 5).

Connections: This chamber connects to area 189 and area 191.

See the Map of Level 7.



191. DEMON WITCH (EL 8)

Summary: A fiendish troglodyte sorcerer dwells here, with some nasty surprises for intruders. You will need the Note from Czarzem handout (see Appendix C).

Sights and Sounds: The room is dark. Anyone making a Listen check (DC 18) can hear the sorcerer moving around or casting spells.

This stench-filled room appears to be a bedchamber. There are two beds of piled rags and torn clothing, a black iron trunk, and a barrel, atop which is a haunch of uncooked meat of unknown origin. Next to one bed is a small clay incense burner. The south wall bears an elaborate magical diagram painted upon it, showing signs of having been altered many times.

Inhabitants: The de facto leader of the fiendish troglodytes on this level is a sorcerer named Shallix. Like the others, her scales are black and her eyes red. She wears tattered robes with all sorts of bones, feathers, stones, and other fetishes affixed to it. Her javelins are stained black.

Although she will gladly fight them, if the PCs somehow manage to speak with Shallix (perhaps after subduing her, or charming, etc.), they may learn that she would like to learn how to redeem herself. She is still evil now, but is interested in finding out how to change because she truly hates the demons and wants to be less like them. The diagrams on the wall show that she is working on a way to get to a good-aligned plane to learn more and to get away from the demons

here. A particularly understanding group might even be able to take her under their wing. She would make a very interesting replacement for a fallen PC.

Shallix, Fiendish Troglodyte Sorcerer

Female Troglodyte (Chaotic Evil)

Medium Humanoid (Extraplanar, Reptilian)

Sorcerer 5 CR 7

HD 2d8+5d4+7 hp 28

Init +5 Speed 30 feet

Languages Draconic

AC 19, touch 12, flat-footed 18

BAB/Grapple +3/+3

Attack +3 melee (1d4, claw) or +4 ranged (1d6, javelin)

Full Attack +3 melee (1d4, 2 claws) and +1 melee (1d4, bite) or +4 ranged (1d6, javelin)

SA Smite good 1/day (+7 damage) stench 30 feet (Save DC 14)

SQ Darkvision, DR 5/magic, resistance to cold/fire 5, SR 10

Fort +5 Ref +2 Will +3

Str 11, Dex 12, Con 13, Int 10, Wis 9, Cha 16

Crucial Feats Combat Casting

Other Feats Improved Initiative, Improved Natural Armor, Multiattack

Crucial Skills Concentration +6, Hide +10, Listen +4

Other Skills Spellcraft +5

Spells 6/7/5 touch +3, ranged touch +4

2nd--*acid arrow*, *blur*

1st--*chill touch*, *magic missile*, *ray of enfeeblement*, *shield*

0th--*acid splash* (R 13), *daze* (W 13), *detect magic*, *mage hand*, *touch of fatigue*, *resistance*

Possessions Two masterwork javelins, *wand of fireball* (5d6, 11 charges), *ring of protection* +1, *potion of cure moderate wounds*, *scroll of arcane lock*, silver bracelet (50 gp), silver ring (25 gp).

Tactics: If possible, Shallix casts *shield* (+4 AC for AC 23) and *blur* before going into battle. She loves her wand and uses it as much as circumstances allow. Otherwise, she will use her other offensive spells.



Diagram: A Knowledge (arcane) check (DC 20) suggests that it is something having to do with other planes. A character making a Knowledge (the planes) check (DC 20) knows that someone is looking for a way to create a magical gate to a higher plane.

Treasure: The only treasure is in Shallix's iron chest. Besides mundane belongings, it contains 244 gp, three flasks of alchemist's fire, and a note from Czarzem. Show the players the Note From Czarzem handout.

Development: If Shallix hears fighting in area 190, she will join the fray two rounds later after casting her defensive spells.

191A: Shallix has created a magical trap in this short corridor that affects anyone entering it not saying her name.

Weakness Trap: CR 4; magical; automatic, immediate reset; Will save (DC 16) or suffer 1d6 points of Strength damage (CL 5); Search DC 28; Disable Device DC 28.

Upping the Ante (EL 9): Give Shallix SR 20, AC 23, and 50 hit points.

Connections: This chamber connects to areas 187, 190, 192 and 193

See the Map of Level 7 .

192. THE BROKEN STATUE

Summary: This is the scene of a recent battle. An intriguing bit of treasure still lies amid the wreckage.

Sights and Sounds: The room is dark and quiet.



Signs of recent battle fill this small chamber. Dried black blood and yellow ichor spatters the walls and floor, while broken weapons and bits of armor litter the room along with the remains of what must have until recently been a statue on a pedestal but is now nothing more than a pile of broken stone bits. Although the bodies of the fallen appear to have been removed, patches of black scaled flesh lie amidst greenish-purple feathers and other, stranger bits of gore. Nothing suggests human, elf, dwarf, or halfling participated in this battle.

The statue: The statue was an aging granite piece from the days of the original dwarven builders depicting a regal lord architect of that race.

Treasure: A Search check (DC 24) reveals a bit of interesting equipment lost in the battle and never recovered. It is an *arcane wand* cobbled together somehow from a number of other broken wands. It looks like a number of short sticks made of various

materials lashed together with string and wire--in other words, a piece of junk. It has 44 charges, but each time it is used, a target must be chosen, and then the DM rolls on the following chart to determine the effect:

1-2 *Charm person* (CL 3)

3-4 *Magic missile* (CL 5)

5-6 *Ray of enfeeblement* (CL 1)

7 *Shield* (on wielder, not target) (CL 1)

8 *Lighting bolt* in the direction of the target (CL 5)

Background: The inhabitants of this level frequently fight amongst themselves. This was a fight between the fiendish troglodytes



and the vrock in area 210. A few trogs died, but they managed to drive the vrock off and as it fled it dropped the wand here.

Connections: This chamber connects to areas 187, 191, 193, 211, and 212

See the Map of Level 7.

193. PRISON (EL 8)

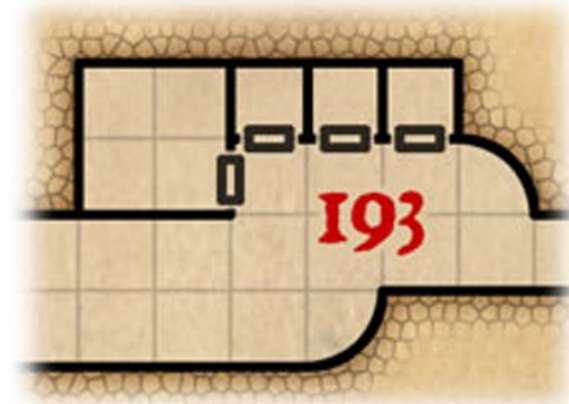
Summary: The demons have just one prisoner left. But can she be trusted?

Sights and Sounds: This area is dark. Anyone making a Listen check (DC 20) can hear Coveth moving around. However, if the PCs make any noise, she will call out, "Who's there?"

A wider, open area in the hallway is punctuated with a number of small iron doors with heavy locks built into them as well as tiny windows. A large, bloated carcass lies in front of the doors with flies buzzing around it. The stench is terrible.

The Carcass: The maggot-ridden body is an owlbear, surrounded by flies and rotting odors. The demons leave corpses here to taunt the prisoners held in the cells and to draw wandering beasts.

The Prisoner: In the westernmost small cell, a human ranger named Coveth dwells unhappily. She came here hunting demons and was captured. Now she awaits the tender mercies of Czarzem. She is tall with long blonde hair and a regal nose. Coveth is arrogant and harsh in her manner and cannot abide incompetence.



Coveth Maar

Female Human (Neutral Evil)

Ranger 8 CR 8

Init +4 Speed 30 feet

HD 8d10+16 hp 47

AC 14, touch 14, flat-footed 10

Languages Abyssal, Common, Draconic

BAB/Grapple +8/+11

Attack +11 melee (one-handed weapon) or +12 ranged

Full Attack +10/+5 melee (one-handed weapon) and +11 melee (light weapon) or +12 ranged

SQ favored enemy (humans +4, demons +2), swift tracker, wild empathy and woodland stride

Fort +8 Ref +6 Will +5

Str 17, Dex 18, Con 15, Int 14, Wis 13, Cha 12

Crucial Feats Combat Reflexes, Endurance

Other Feats Improved Two-Weapon Fighting, Iron Will, Track, Two-Weapon Fighting, Weapon Finesse

Crucial Skills Concentration +12, Handle Animal +11, Jump +11, Listen +8, Spot +6, Survival +12, Use Magic Device +5.

Other Skills Knowledge (Local) +4, Ride +16, Search +10

Spells 2 CL 4, +12 melee touch, +12 ranged touch

1st -- *calm animals* (DC 12/W), *detect snares and pits*

Possessions None.

Tactics: Coveth asks the PCs to free her, assuring them (truthfully) that she hates the demons and wants nothing more than to kill them. If she is freed, she will join the group if they appear competent, assuming that they can give her a weapon or two. Her own equipment is long gone. Otherwise, she will head for the surface using the Old Man's Tunnel. She is familiar with much of Level 5, the western half of Level 6, and

areas 183-194, although she doesn't know about the shifting nature of 184. She can also warn them about Czarzem, a "extremely powerful demon made of flies," and she will report that she has seen a vroock, a succubus, and some vargouilles while she has been imprisoned here. If the PCs don't know what those creatures are, she won't bother to explain. She's not much at explaining.

What she doesn't tell the PCs is that she hates other humans more than she hates demons. She is a psychotic killer that will eventually turn on the PCs (no matter what race they are, but she will attempt to murder any humans first). She makes her move when the PCs are at their most vulnerable and when it will not put her in undue danger herself.

Development: Coveth may tell the PCs that the equipment she's missing would be useful to find. She had some *demon slaying arrows* and a *demon bane shortsword*. They can be found in area 217.

Connections: This chamber connects to areas 187, 191, 192, 209, and 210.

See the Map of Level 7.

194. RUBBLE-CHOKED ROOM

Summary: The long-term habitation of demons takes its toll even on dwarven stone. You will need the Symbol of Rivenyk illustration (see Appendix C).

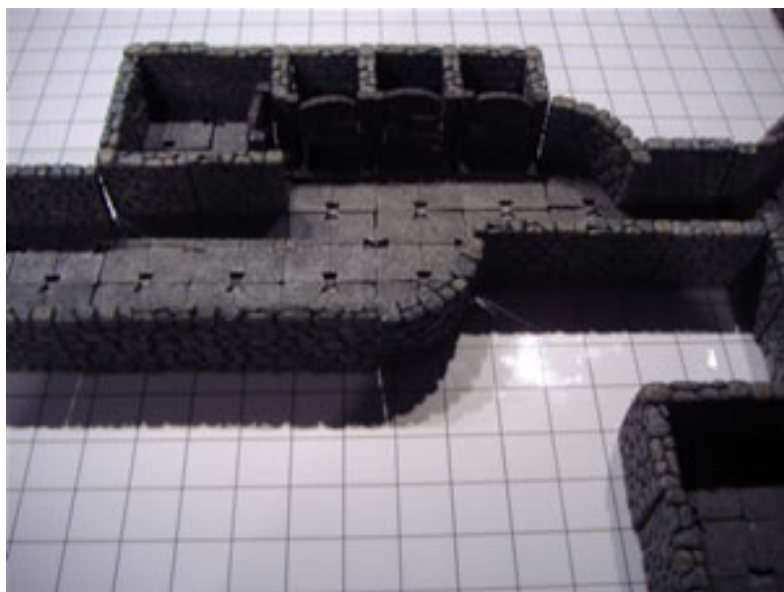
Sights and Sounds: This room is dark and quiet.

Large chunks of the walls and the ceiling have fallen here, choking the room with rubble. It's passable, but difficult. Near the south exit, three corpses hang from the ceiling in nooses, their lifeless bodies dry and blackened with rot.

Rubble: Someone making a Knowledge (architecture) or Craft (Stoneworking) check (DC 15) can identify that the damage here appears to have resulted from an earthquake or something like it. No checks are needed to pass through the room, and there is no danger of further collapse.

Anyone searching the rubble (Search DC 24) can find 3 sp and a broken masterwork spear.

Corpses: Each of the hanging corpses appears to have been here for a week or more. Each also bears a glowing magical brand upon their necks with a peculiar symbol. Show the players the Symbol of Rivenyk illustration. A Knowledge (the planes) check (DC 22) is needed to recognize the symbol of Rivenyk. This symbol is given to those thrown into the pit in area 233. The same symbol has been carved into the wall by the corpses.



REVISIT (EL 7)

The next time the PCs pass through this room, a pair of ochre jellies has oozed into the room, looking for sustenance. Independent creatures, the inhabitants of the level are just as likely to attack these oozes as they would the PCs.

Ochre Jellies: hp 80 and 62

Connections: This chamber connects to area 189 and area 198.

See the Map of Level 7.



195. DEMON POOL (EL 8)

Summary: Two water-dwelling demons hide in a pool of water veiled in an illusion. You will need the Squamous Demon Illustration handout (see Appendix C).

Sights and Sounds: It is dark. Anyone listening here will detect light splashing and dripping of water.

This room feels different than the others you've found on this level. There is a calm serene here. The white tile floor somehow has remained clean and smooth. Marble cherubs mounted on the wall watch over a large pool of crystal clear water in the eastern third of the chamber. Other portions of the wall bear frescoes of lovely nymphs frolicking in shallow water with unicorns and beatific winged lions.

The Illusion: This room is under the effects of a *mirage arcana* spell. It is as ruined and dirty as the rest of the level. The walls, floor and ceiling are cracked, small debris covers the floor, and the water is foul. PCs searching the room can make a Will save (DC 19) to see through the illusion. Casual glances, however, do not grant a save.

Inhabitants: Two squamous demons dwell in the pool. Show the players the Squamous Demon Illustration handout.

Squamous demons (2): hp 62 and 50

Tactics: Both turn invisible as the PCs enter (they would be unlikely to be seen when the PCs enter as they are underwater). PCs looking down into the pool can make a DC 25 Spot check to notice the displacement the



demons make in the clear pool. The demons won't give the PCs too many chances to spot them, though. Waiting until hopefully two or more of the intruders are next to the pool, they lunge up and attack with *invisibility* and hopefully surprise. One attacks physically while the other uses *rainbow pattern* on as many foes as possible. The next round, they switch tactics.

The Pool: The pool is nearly 60 feet deep. Four bloated human corpses are tethered to the bottom by chains, so that even though they are buoyant, they remain about 50 feet below the surface. The corpses serve as a repository for the demons' treasure. One wears a backpack containing 340 gp and three potions of aid. Another wears three gold rings (40 gp each) and one gold ring with a ruby (900 gp). The third appears to be naked, but bears a huge wound in his abdomen. Inside the wound lies a water-tight steel tube containing a *scroll of calm emotions, confusion, and rage*.

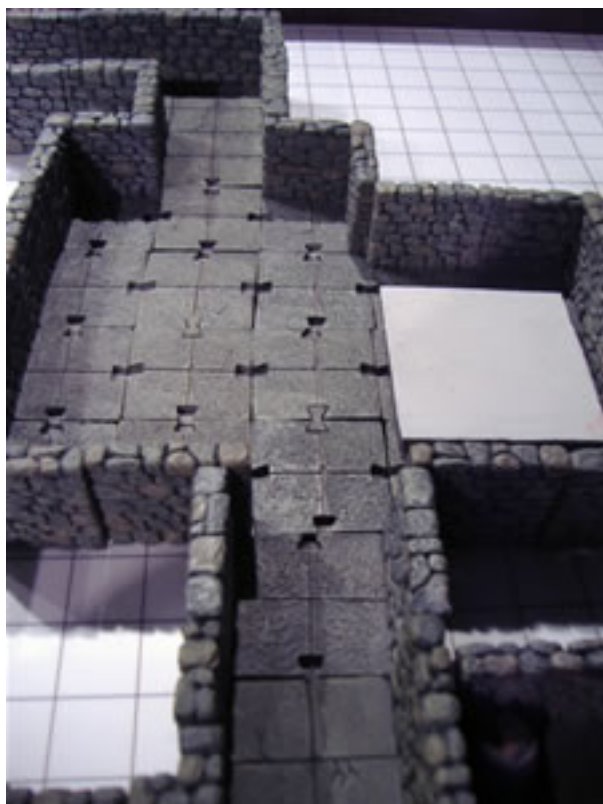
REVISIT (EL 6)

Another squamous demon dwells in the pool if the PCs return. It doesn't use the *mirage arcana* trick again, instead attempting to use seeming to appear to be a wounded gnome illusionist named Div just looking for a way out of here. It attacks when the opportunity arises or if its ruse fails. It wears a bracelet of white gold and opals on its tail (worth 500 gp).

Squamous Demon: hp 73

Connections: This chamber connects to area 189, 196, and 198.

See the Map of Level 7.



196. A MIRROR DARKLY

Summary: Rivenyk keeps a magical mirror here that he uses to tempt and control others.

Door: The door in the western wall of this room is stuck the first time the PCs come here. A Strength check (DC 20) pries it open.

Sights and Sounds: This room is dark and quiet.

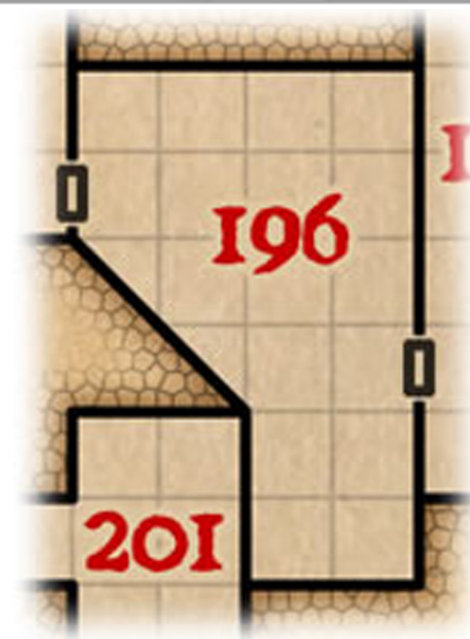
Various wooden crates, barrels, and boxes fill this room. In the middle of it all is something covered by a sheet. The room is dusty and seemingly unused. Cobwebs fill the corners.

The Boxes and Barrels: These are all either empty or filled with straw.

The Mirror: Under the cloth is a tall, free-standing mirror in a brass frame. The first person to look into it simply sees their reflection. This reflection fades quickly, however, and is replaced by an image of the character's heart's desire. This can be an object, or an event coming to pass (the character being crowned a king, being reunited with a lost love, etc.). Any fantasy is possible.

The second and all subsequent characters that look in the mirror experience the same thing, but the vision is quickly followed by another that shows that character doing something evil to attain that goal: stealing a desired object from someone else, murdering a king to attain his throne, sacrificing an innocent on an evil altar in order to resurrect some dead loved one.

Each character sees only their own heart's desire, and only their own crime. They cannot see each others'.



The mirror has no magical aura.

Destroying the mirror is very difficult, for it has a powerful magical halo of protection around it. It has a hardness of 20, 200 hit points, a Break DC of 40, and it is immune to acid, cold, electricity, fire, sonic, and all magic subject to Spell Resistance.

If the PCs do destroy the mirror, the shards of glass form into nine 100 gp pearls and a *pearl of power* (1st level spell) that only functions for a good-aligned spellcaster. This reward comes as a form of a minor divine intervention from one or more good-aligned deities (including Vune) for ridding the world of this ancient tool of evil.

Connections: This chamber connects to area 195, 197, and 198.

See the Map of Level 7.



197. THE FIRST SACRAMENT

Summary: This is an empty chamber the first time the PCs come, but if they return, demons attempt to trick them with a fake scene of sacrifice.

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

Sights and Sounds: This room is dark and quiet.

Dust and cobwebs fill this long, narrow chamber. At the north end stands what might be a table covered in a cloth shroud. Moon symbols

adorn the walls and the ceiling is covered in faded paint that once likely looked like a clear night sky.

The Room: Anyone making a Knowledge (religion) (DC 21) can identify this as a minor shrine to Glarias, Goddess of the Moon--specifically one that is usually placed near a much larger temple for minor rituals.

Altar: The "table" under the sheet is actually an altar. The altar is now cracked due to Glarias' imprisonment and the usurpation of the Beast God. However, as with the larger temple (see areas 198, 199, and 200) the Bestial Horde has never successfully made it down to this temple.

Inside the altar is a secret niche in which is kept a silver decanter, representing one of the sacraments of Glarias useful in area 200. However, without the crescent key found in area 202, it is impossible to find this secret compartment. Instead, anyone searching the altar--once they find the crescent key--remembers the crescent-shaped depression on the side of the altar that the key would fit into perfectly. The decanter is worth 100 gp if sold rather than used in area 200.

REVISIT (EL 9)

When the PCs return (and they hopefully will eventually, perhaps after finding the crescent

key in area 202), they find that some demons have moved in here. In order to catch the intruders off-guard, they stage a scene to fool them.

Upon returning to this chamber, you see a bound human man lying on the stone altar. Standing to one side of him are two horrible squat creatures with gangly limbs. On the other side, a cloven-footed brute with horns and a horrific grin. All these figures hold red knives, the smaller ones chanting foul words.

The Ritual: Although the ritual that the demons are conducting is fake, the DM should have anyone with Knowledge (religion) make a check (DC 15). Those succeeding know that a human sacrifice conducted on an altar of a non-evil god will certainly desecrate it forever.

The Demons: The two small creatures are dretches. The larger one is a brute demon. However, the sacrifice is in fact a succubus using her change shape power. Even the ropes that bind "him" are animated objects. When the first PC gets close, not only will the obvious demons attack (casting aside the knives), but when the opportunity strikes itself, the ropes lash out and attempt to grapple a PC while the succubus gives the closest character an energy-draining kiss.





Brute demon: hp 70

Succubus: hp 35

Dretches (2): hp 20, 13

Animated objects (medium) (2): hp 40, 31

Connections: This chamber connects to area 196.

See the Map of Level 7.

Related Articles:

3. The Oracle Pool (EL 1 and 3)

199. Unhallowed Ground (EL 7)

198. The Crumbling Temple

Brute Demon (Chaotic Evil)

Large Outsider (Chaotic, Extraplanar, Evil)

CR 6 **HD** 6d8+48 **hp** 75

Init +0 **Speed** 30 feet

AC 21, touch 9, flat-footed 21

BAB/Grapple +6/+19

Attack +14 melee (1d8+9, slam)

Full Attack +14 melee (1d8+9, two slams)

Space/Reach 10 feet/10 feet

SA Spell-like ability: Desecrate 1/day

SQ Damage Reduction 5/cold iron or good, darkvision 60 feet, immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, spell resistance 15

Fort +13 **Ref** +5 **Will** +7

Str 28, **Dex** 11, **Con** 26, **Int** 4, **Wis** 9, **Cha** 8

Crucial Feats Cleave, Power Attack

Other Feats Iron Will

Crucial Skills Climb +16, Jump +16, Listen +8, Spot +8

Other Skills Knowledge (the planes) +6

Brute demons are among the simplest and most basic demons. They are employed by more powerful demons as guards and soldiers. They are lazy (they like to sleep, even though they do not need to), and given to vices like overeating, alcohol, and lust.

Unlike most demons, they cannot speak telepathically (they can speak a little Abyssal verbally) and have almost no magical abilities. They don't even summon other demons.

Combat: In combat brute demons are true to their name and simply move into melee swinging. They do not employ tactics of any kind and can follow only the simplest of orders (and even then sometimes fail to do so). They have no skill with weapons or armor and just pummel with their fists.

Spell-like abilities (Sp): 1/day--*desecrate*. Caster Level 6th.

198. THE CRUMBLING TEMPLE

Summary: Once the main temple of Glarias, Goddess of the Moon, now this huge temple is wrecked and ruined.

Sights and Sounds: This chamber is dark. Those making Listen checks here (DC 18) can hear indistinct sounds of movement somewhere in the temple: rats, or something else? (It is the undead in area 199.)

This is a huge chamber with a 100 foot ceiling. This room--likely once a temple--has suffered terrible damage and now rubble fills portions of the room and a massive, jagged crack cleaves the chamber into two halves, one north and one south. Although large chunks of the ceiling and walls have collapsed onto the floor, you can still see that they were once painted in colorful scenes. Two staircases lead up to the west, where the floor of the chamber is 15 feet higher than it is here. Two small archways in the east wall lead to passageways, while another does the same in the north. Each archway has a different moon symbol above it, showing the moon in a different phase.



Temple: Anyone making a Knowledge (religion) (DC 15) can identify this as a temple of Glarias, Goddess of the Moon. However, the temple is desecrated now, currently under the effects of an unhallow, apply a -4 penalty to turn undead attempts and granting all evil creatures the effects of a *bleed* spell (+1 to attack rolls and saves versus fear effects).

Archways: The meaning of the moon phase symbols above the archways has been lost, but the PCs don't know that.

Rubble: Anyone searching through the rubble (DC 18) can find a few broken, worthless relics of the temple's former glory: shattered holy water vials, bent candlesticks, bits of a paper torn from holy books, broken holy symbols, and so on.

The Crack: PCs searching the crack find that the massive rift is up to five feet wide

in places, and from three to eight feet deep. Those succeeding at a Search check (DC 20) find amid the detritus that has fallen into this gap lies a battered and tarnished silver candlestick (worth 35 gp). If the candlestick itself is searched (DC 18), it will be found to be hollow with a scroll inside with these spells: *restoration*, *stone shape*, *owl's wisdom*, and *eagle's splendor*.

Development: PCs spending more than two minutes in this area may be attacked by the undead from area 199.

Background: This temple was originally devoted to Glarias, Goddess of the Moon (see also area 6), but Glarias was imprisoned by the Dragon Prince near the bottom of the dungeon centuries ago, and this action led to the rise of the Beast God, who usurped most of her temples--but not this one. While omens and portents led the priests of the Bestial Horde to Dragon's Delve within the last few years, they have never managed to reach this temple. An expedition led by Ramscore never made it past Level 2.

This temple was built by worshippers of Glarias 50 years before the demons ever came here, but when Rivenyk appeared this grand sanctuary immediately began to crumble. Over the decades, the presence of so many demons has caused both physical and spiritual damage here, and the temple is truly desecrated and ruined now, except for a few key elements (see area 200).

Connections: This chamber connects to areas 194, 195, 196, 199, 201, and 202.

See the Map of Level 7.

Related Articles:

199. Unhallowed Ground (EL 7)

3. The Oracle Pool (EL 1 and 3)

197. The First Sacrament

199. UNHALLOWED GROUND (EL 7)

Summary: Strange undead creatures haunt the central section of a massive temple. You will need the Ectoplasmal Illustration handout (see Appendix C).

Sights and Sounds: This chamber is dark. Those making Listen checks here (DC 18) can hear the undead moving around.

The vaulted ceiling, cracked and crumbling almost ninety feet above you, was once painted





with stars and moons. Likewise, the ruined walls appear to have once been painted with colorful scenes of a procession in a silvery night. Debris covers the floor, ranging from dirt and dust to small bits of plaster and stone to huge chunks of the ceiling the size of huge boulders. The wreckage of wooden pews smashed by falling rock lies amid the ruin. Strangely, all of this detritus appears coated in strands of something glistening and wet. A statue of a woman stands along the north wall. Another similar statue stands next to an archway in the south wall, above which is a moon symbol.

Temple: Anyone making a Knowledge (religion) (DC 15) can identify this as a temple of Glarias, Goddess of the Moon. However, the temple is desecrated now,

currently under the effects of an unhallow, apply a -4 penalty to turn undead attempts and granting all evil creatures the effects of a *bless* spell (+1 to attack rolls and saves versus fear effects).

Inhabitants: Three ectoplasms haunt this chamber, rummaging through the rubble, never seeming to find what they want. They attack any living creatures that come into the area immediately. Show the players the Ectoplasms Illustration handout.

Ectoplasms (3): hp 60, 53, and 51

Statues: These beautiful marble statues once depicted a wise and serene goddess (Glarias), but now are quite damaged.

Archway: The meaning of the moon phase symbols above the archway has been lost, but the PCs don't know that. This moon phase is a different phase than those in area 198.



Rubble: The glistening residue on the wreckage is ectoplasm, now hardened and harmless. Anyone searching through the rubble can find a few broken, worthless relics of the temple's former glory: shattered holy water vials, bent candlesticks, bits of a paper torn from holy books, broken holy symbols, and so on. Those succeeding at a Search check (DC 22) can find a slightly dented pair of silver chalices (20 gp each) and a book bound in silver, with opals on the cover (200 gp) detailing the rites and rituals sacred to Glarias.

Background: As discussed in area 198, this was once a temple to Glarias, Goddess of the Moon but it has been wrecked due to habitation by demons.

Development: PCs spending more than two minutes in area 199 or area 200 may be attacked by these undead who move to investigate.

Upping the Ante (EL 9): Double the number of undead here.

Connections: This chamber connects to areas 194, 195, 196, 198, 201, and 202.

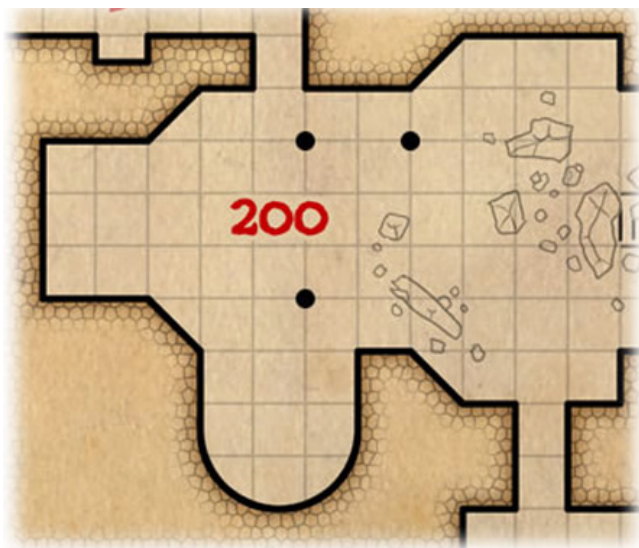
See the Map of Level 7.

Related Articles:

198. The Crumbling Temple

3. The Oracle Pool (EL 1 and 3)

197. The First Sacrament



200. THE TWISTED ALTAR

Summary: A magical link from here to Level 1 provides a new exit from the dungeon.

Sights and Sounds: This chamber is dark. Those making Listen checks here (DC 18) can hear indistinct sounds of movement somewhere in the temple: rats, or something else? (It is the undead in area 199.)

This appears to be the western end of a grand temple with a cracked and broken ceiling seventy feet above the rubble-strewn floor. Three pillars covered in moon symbols stand here, with a fourth having fallen over. The walls bear paintings too marred to recognize. The floor is a mosaic of painted tiles, most of them now chipped or broken.

To the east, the temple continues at a level about fifteen feet below, connected by a single staircase choked with rubble. To the south, a small, plain side chapel with a plain altar. To the west, a grand altar with a decorative stone

retable with mosaic images behind it depicting a beautiful woman in scenes associating her with the moon and knowledge. A single wooden root, twisted and knotted, runs down from the ceiling and entwines around the altar itself.

Both altars are cracked and broken, and apparently long ago splashed with blood, offal, and feces. Two large wooden screens flank the grand altar. Some time ago, victims were apparently nailed to these boards within pentagrams scrawled in blood. The desiccated corpses remain.

Temple: Anyone making a Knowledge (religion) (DC 15) can identify this as a temple of Glarias, Goddess of the Moon.

Rubble Blocking the Stairs: Anyone attempting to use the stairs to the east must make a Climb check (DC 15) to get over the fallen debris clogging the stairwell (alternatively, it could be cleared, but this would take 10 man-hours of work).

Desecrated Altar: The high altar of Glarias at the apse in the west is entwined by a single root of the Moontree reaching all the way down from the surface. Its desecration helps explain the evil nature of the roots in area 39.

The altar can be once again sanctified only if all of the sacraments of the goddess are restored to it and left there. The sacraments are in area 197, area 204, and area 207, while the final sacrament is with the imprisoned goddess herself much deeper in the dungeon. If the first

three sacraments are brought to the altar, however, the unhallow effect is cancelled here and in areas 198, 199, and 204. Further, each character involved in restoring the first three sacraments gains a +1 divine bonus to attack rolls, saving throws, and checks for one month (a full lunar cycle). Lastly, the Moontree roots in area 39 become "conflicted," identical to the roots in area 31.

Anyone affected by the geas in area 3 knows that bringing the sacraments to the altar is a good thing to do. Restoring the final sacrament, and sanctifying the altar (and therefore the entire temple) allows Glarias to be freed, a fact that the PCs are unlikely to discover until they find her prison.

Alternatively, it would be a small matter for a priest of the Beast God to perform a few rituals and dedicate this altar (and thus the whole temple here) to that dark deity who has usurped Glarias' power.



Side Chapel: The side chapel has its own altar, which has a special power itself. Anyone touching the altar intuitively knows that they can--if they wish--immediately teleport to the temple on Level 1 (area 6), appearing in the deep eastern recess. Likewise, anyone who has done so then gains the ability to teleport from that spot to this side chapel. This teleporting is a standard action. Before the placement of the holy sword in area 138 the inhabitants of this level were able to make use of this, but as long as that sword is in place they cannot, which means that this is not only a convenient way to get back to the surface quickly, it's a fairly safe one as the PCs cannot be followed. Of course, members of the Bestial Host may be occupying the upper temple (see Invasion of the Host), but since they could not have used the teleport effect here first, they can't use it there at all. So it is likely that it is a way in and a way out only the PCs can use.

REVISIT (EL 20)

If the PCs obtain the final sacrament from Glarias herself (imprisoned in some of the deepest bowels of the dungeon) and return her with it to free her, a balor named Charulluk waits for them. He already has unholy aura cast and begins his assault on the PCs with implosion--he's playing for keeps. He fights to the death at the command of his master, Rivenyk, in the name of the pact that the demon lord has made with Metterak, the Dragon Prince.

Charulluk, balor: hp 311

Treasure: Charulluk wears a huge golden necklace adorned with onyx and rubies worth 12,000 gp, but like his weapons, it is destroyed in his death throes if he is still wearing it when he dies.

Connections: This chamber connects to areas 199, 204, and 205.

See the Map of Level 7.

INVASION OF THE HOST

The Bestial Host are an important part of the early parts of the Dragon's Delve campaign, and in the mid-levels they return with the threat that their name promised from the beginning--the PCs must deal with a full-blown host.

If the PCs clear out the Venom Cult, the host moves into Level 6 in order to stage raids on Level 7. To pull this off, a vast number of humanoids move into the region, led by none other than Scrall himself. This time, not only are they interested in the temple on Level 1 (which they reoccupy in force), and that on Level 7, but also the Ruined Temple of Glarias outside of Brindenford which should by all rights be a temple of the Beast God as well.

On Level 1, populate areas 1-7 (or more) with groups like this:

5-7 bugbears and 6-8 goblins or kobolds

3-4 ogres and 4-5 orcs

1-2 trolls and 2-3 hobgoblins and 3-4 goblins

Related Articles:

- 11. Gallery
- Using the Bestial Host
- 6. The Weird Temple of the Beast God
- 5. Bodor's Hall (EL 3)
- 52. Old Dining Hall (EL 1)
- 1. Entry Hall (EL 2 and 2)
- 51. The Old Barracks (EL 4)
- 7. Cellars (EL 1)
- 10. Back Rooms (EL 2)

201. THE MOANING STONE (EL 5)

Summary: A strange conduit of chaotic energies here may alter a spellcaster forever.

The Door: The door has a pattern of hexagonal shapes built with slats of wooden pieces across its surface. It is locked (DC 28 to open). The door has a magical aura of evocation (as it is linked to deactivating the trap, discussed below), but it itself is not trapped.

Sights and Sounds: This room is dark. Anyone listening at the door (DC 20) can hear a soft moan from within, as though someone is in pain.

The inside of this room is mostly bare. A large, uncut gemstone purple-blue in color, rests atop a stone pedestal in the middle of the room. A sound like a child's moan of pain, comes from the stone.



Trap: If anyone enters through the door in to the small foyer that lies before the main portion of this room, they activate a wall of fire. This wall springs into life at the threshold between this foyer and the main room (10 feet east of the door), with the heat focused westward. The wall remains in place until the door is closed. Stepping into the foyer reactivates it. The only way past it (without going through it) is to bypass the floor in the foyer.

Wall of fire trap: CR 5; magic device; location trigger; automatic reset; spell effect (*wall of fire*, 10th-level wizard, 2d4 or 1d4/round fire for 10 rounds or 2d6+10 fire if crossed); Search DC 30; Disable Device DC 30.

Stone: The stone was found much deeper in the dungeon by worshippers of Glarias long ago and brought here as a curiosity. Deemed dangerous, it was placed in this protected vault. If anyone touches the stone, it crumbles to dust, and a column of violet and blue energy erupts from the top of the pedestal where it lay, shooting up to the ceiling, and splashing against it like flames licking stone. Any spellcaster in the room feels a strange, very slight tug toward the column of energy--not mental, but physical. If any non-spellcaster touches the energy, they feel a cool tingling sensation, but that's all. If a spellcaster touches the energy, they are imbued forever with a bit of chaos magic from deep within Dragon's Delve.

Henceforth, each day one spell that the caster casts that inflicts energy damage (acid, cold, electricity, fire, or sonic) has the type of energy that it inflicts randomized, and the damage amount is increased by +1d6. So a 6th level wizard casting a *fireball* might cast instead a "*sonicball*" and it would inflict 7d6 sonic damage. If the caster prepares or can possibly cast more than one such spell in a day, the specific spell affected is randomized. So if the 6th level wizard in question also prepares *acid arrow* and *burning hands*, he cannot know which spell will actually be potentially altered. A spell infected with chaos magic in this way cannot be altered again with feats, spells, or other effects.

The change is permanent and impossible to "cure" short of a wish. This is almost always going to be a boon, but rarely (casting a *cone of cold* at a red dragon that turns out to be a "*cone of fire*") it is a drawback.



After a spellcaster touches the column of energy, or after 2+1d4 rounds pass (whichever comes first), the energy disappears forever.

Background: The demons have never bothered to come into this room, even after all this time.

Connections: This chamber connects to area 198 and area 202.

See the Map of Level 7.

202. BEDCHAMBERS

Summary: One of the dungeon's infamous bluesteel doors seals off a suite of rooms.

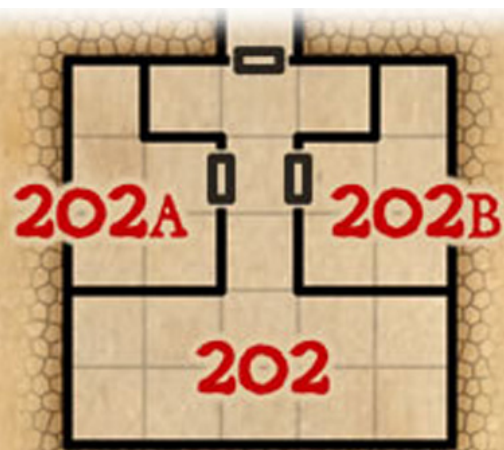
Door: This bluesteel door will not open unless the PCs say "Glarias knows all secrets."

Sights and Sounds: This area is dark and quiet.

You see a bedchamber, dust-covered but undisturbed. Three beds, a chest of drawers, and a few small tables and chairs furnish the room. Paintings of nighttime, outdoor scenes hang upon the plaster-covered walls. An old book lies atop one of the beds.

Background: These rooms were used by the priests of Glarias in this temple. Using not-inconsiderable magic, they actually changed the passphrase to the bluesteel door (created by the Mages Four) to something of their liking. The demons have never been in here.

Book: The book on the bed is a copy of Glarias' Pool, identical to the book found in area 3 (specifically 3A), referring to the magic pool there.



Treasure: Amid mundane clothing and possessions typical for priests (robes, chasubles, incense, and so on) the chest of drawers holds a round ivory box with silver hinges and decorative elements (worth 200 gp) that itself holds six pearls, each worth 100 gp. A Knowledge (religion) check (DC 18) identifies all of these objects as being tied to the clergy of Glarias.

Hidden Key: Hidden on the underside of one of the small tables (Search DC 27) is a small key that opens the door to 202A (but not 202B).

Doors to 202A and 202B: These doors are locked (Open Locks DC 30).

202A: This is another small bedroom for one person. A wardrobe in the room contains normal clothing as well as a pair of silk slippers adorned with silver (worth 75 gp). Hidden in a small silk pouch beneath the bed (Search DC 26) is a piece of carved marble in the shape of a crescent moon. This is the

crescent key of use in area 197. It has a faint magical aura of transmutation. Anyone who has searched the altar in area 197 seeing this piece of stone remembers the crescent-shaped depression on the side of the altar that the key would fit into perfectly.

202B: Similar to 202A, this room has a locked trunk under one bed that contains six identical silver necklaces with moon pendants (worth 50 gp each), a silver key (worth 20 gp) that opens both doors in area 203, and a small silver thurible that, if burning incense, functions as a *wand of cure light wounds* (with 50 charges). Knowledge (religion) check (DC 18) identifies all of these objects as being tied to the clergy of Glarias.

Connections: This chamber connects to area 198 and area 201.

See the Map of Level 7.

203. FORGOTTEN RELIQUARIES

Summary: This area is a trio of ransacked rooms once important to the temple of Glarias. You will need the Cult of Glarias History handout (see Appendix C).

Sights and Sounds: These chambers are dark and quiet.

This room appears to have long ago been ransacked. Beautiful wooden cabinets are toppled and smashed. Scraps of cloth and yellowed paper lie amid broken bits of wood and other refuse.

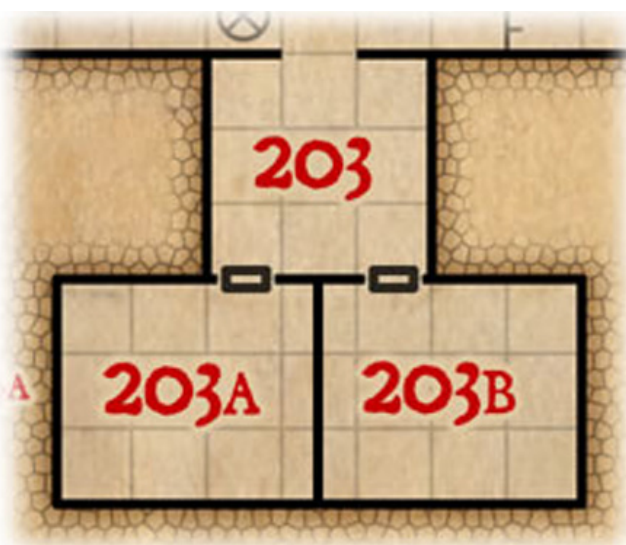
Hidden Scrap: A scrap of parchment lies amid the ruin with the words, "The name of the Moon Goddess opens many doors. Glarias knows all secrets." This is the phrase needed to open the door into area 202.

Doors to 203A and 203B: These doors are made of iron with silver inlay depicting a tree beneath a shining moon. Both are locked (DC 32 to open).

203A: This room contains two tables covered in stacks of books of prayers to Glarias, the moon goddess. Amid the breviaries (which are in poor condition and would have little value anyway) lies a scroll detailing the history of the cult of Glarias in Dragon's Delve. Show the players the Cult of Glarias History handout.

203B: This room has an empty, white, marble-top table and an ornate decorative cabinet that





once held many important relics. Now it holds a silver ostensorium (worth 150 gp) engraved with a prayer to Glarias, a clay amphora painted with moon symbols (contains spoiled wine like vinegar now), and a silver tube (35 gp) sealed with wax that contains a *scroll of cure critical wounds*, a *scroll of break enchantment*, and a *scroll of regeneration*.

REVISIT (EL 6)

If the PCs open the doors in this room and leave them unlocked, when they return everything left in 203A and 203B is smashed and destroyed. A single brute demon stands amid the wreckage, quite satisfied with itself.

Brute demon: hp 80

It attacks anyone it sees and fights to the death.

Connections: This chamber connects to area 198 and area 201.

See the Map of Level 7.

Brute Demon (Chaotic Evil)

Large Outsider (Chaotic, Extraplanar, Evil)

CR 6 HD 6d8+48 hp 75

Init +0 Speed 30 feet

AC 21, touch 9, flat-footed 21

BAB/Grapple +6/+19

Attack +14 melee (1d8+9, slam)

Full Attack +14 melee (1d8+9, two slams)

Space/Reach 10 feet/10 feet

SA Spell-like ability: Desecrate 1/day

SQ Damage Reduction 5/cold iron or good, darkvision 60 feet, immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, spell resistance 15

Fort +13 Ref +5 Will +7

Str 28, Dex 11, Con 26, Int 4, Wis 9, Cha 8

Crucial Feats Cleave, Power Attack

Other Feats Iron Will

Crucial Skills Climb +16, Jump +16, Listen +8, Spot +8

Other Skills Knowledge (the planes) +6

Brute demons are among the simplest and most basic demons. They are employed by more powerful demons as guards and

soldiers. They are lazy (they like to sleep, even though they do not need to), and given to vices like overeating, alcohol, and lust.

Unlike most demons, they cannot speak telepathically (they can speak a little Abyssal verbally) and have almost no magical abilities. They don't even summon other demons.

Combat: In combat brute demons are true to their name and simply move into melee swinging. They do not employ tactics of any kind and can follow only the simplest of orders (and even then sometimes fail to do so). They have no skill with weapons or armor and just pummel with their fists.

Spell-like abilities (Sp): 1/day--*desecrate*. Caster Level 6th.



204. CORPSE MOUND (EL 7)

Summary: This is a storage room for where the demons dump the remains of their victims. You will need the Hanged Men Illustration handout (see Appendix C).

Sights and Sounds: This room is dark and quiet.

The terrible stench of death hangs in this room like a cloud--a cloud filled with buzzing flies hovering about a heap of maggot-filled corpses. In the western section of the room, three more rotting corpses dangle in nooses from the ceiling.

Unhallow: This area is under the effect of *unhallow*, applying a -4 penalty to turn undead attempts and granting all evil creatures the effects of a *bless* spell (+1 to attack rolls and saves versus fear).

Inhabitants: The three hanging corpses are undead creatures called hanged men. They only reveal themselves to be undead when they are closely investigated, the western wall (where the secret door is) is searched, or if anyone goes into 204A. In such a case, they leap down, hopefully surprising their

foes. When the hanged men reveal themselves, six of the corpses in the mound rise up out of it as animated zombies to aid them. Nothing short of magic (detect undead) reveals these corpses to be anything other than normal dead bodies.

Hanged men (3): hp 40, 47, 45

Human Commoner Zombies (6): hp 26, 24, 21, 19, 16, 16, 11

Tactics: The zombies use their attacks to harass the intruders, effectively using the aid another action. The undead here will not leave the room, and they all fight to the death.

Treasure: After all three hanged men are destroyed, the rope of the last of the three to drop does not turn to dust, but instead turns to a rope of climbing.

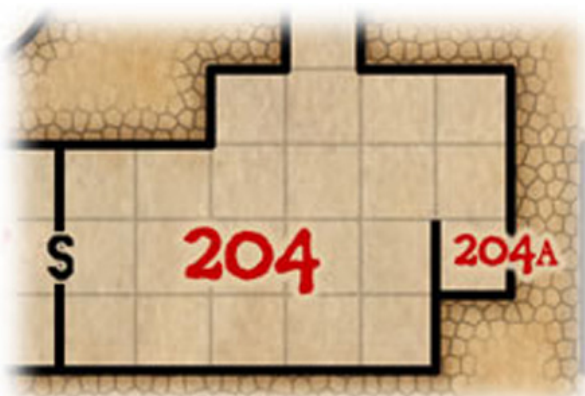
Further, a shortbow lies amid the corpses (Search check DC 19). To most, it will seem to be a +1 shortbow. However, in the hands of a bard, it is a +1 sonic longbow. It has a requirement, however, that the wielder must sing or say something in a rhyme each round it is used. (If you're going to play a bard, you probably already think this way.) This means that the bow functions only as a +1 weapon in an area of magical silence. (Despite these restrictions, the bow is worth what a +1 sonic weapon would be worth, if the PCs decide to sell it and can find someone who will buy it.)



204A: This alcove holds a locked metal cabinet (DC 28 to open). Inside lies a silver tinderbox (80 gp), two bone wands with a special *continual flame* cast upon them that gives a steady, subdued blue-white glow like moonlight, and the second of the three sacraments to be brought to area 200, a silver aspergillum with inlaid ivory tiles and an ivory handle. It is worth 500 gp if sold.

Secret Door: The door into area 207 is a hidden stone panel (Search DC 25 to find). It is also locked (Open Locks DC 25) although the keyhole itself is hidden, requiring a separate Search check (DC 28).

Background: Rivenyk forbids his demon servitors to raid the immediate area for victims to torture and kill so as to keep their presence here a secret. The corpses in this room, and throughout much of the level are either from the handful of adventurers that have made it to this level in recent weeks and



months or innocent victims that the demons captured in far off lands. In other words, the demons of the Sprawl of the Demon Liege teleport to distant kingdoms or continents, grab a victim, and bring it back. No wonder Dragon's Delve has a reputation of menace and threat the world over. However, even this activity has been curtailed of late thanks to the presence of the holy sword in area 138 and the demonic inhabitants here grow dissatisfied.

REVISIT

Each time the PCs return to this chamber, there are a few more, fresh corpses added to the pile.

Connections: This chamber connects to area 200 and area 207.

See the Map of Level 7.

Hanged Man

Chaotic Evil

Medium Undead **CR 4**

HD 6d12 **hp** 37

Init +6 **Speed** 30 feet

AC 18, touch 12, flat-footed 16

BAB/Grapple +3/+7

Attack +7 ranged touch (drag) or +7 melee (1d4+4, claws)

Full Attack +7 ranged touch (drag) or +7 melee (1d4+4, 2 claws)

Space/Reach 5 ft./5 ft. (20 ft. with rope)

SA Drag, rope

SQ Darkvision 60 feet, undead traits

Fort +2, **Ref** +4, **Will** +5

Str 18, **Dex** 15, **Con** -, **Int** 9, **Wis** 11, **Cha** 13

Crucial Skills Climb +11* (+2 when climbing ropes), Hide +9, Move Silently +9

Other Skills Use Rope +14*

Crucial Feats Dodge

Other Feats Improved Initiative, Weapon Focus (rope)

This creature has pale skin pulled tight over its bones. Its head hangs at an odd angle, seemingly unsupported by a broken neck. A rotted noose and several feet of rope hang from its neck and trail off behind it. It eyes have no pupils.

A hanged man is the restless corpse of an evil humanoid that was hanged or the spirit of one wrongfully accused of a crime and hanged. It is a malevolent and vengeful creature that attacks living creatures on sight.

Hanged men are usually encountered near the area where they were killed or in cemeteries, mausoleums, or graveyards where their body was laid to rest. They prey on the living and are found near civilized areas where their food supply is plentiful. Their lairs are either their final resting places or secluded and overgrown areas near the place of their death. The lairs are always scattered with the remains of its

victims, including any treasure a former meal happened to be carrying.

Hanged men do not speak, but they can utter choked gurgles, gasps, and strangled moans.

Combat: A hanged man attacks primarily with its rope, which has become imbued with negative energy and now acts as an extension of the hanged man itself. It uses its rope to capture victims and draw them in, at which point it rips and tears them to shreds with its filthy claws.

Drag (Ex): If a hanged man hits with its rope attack, the rope latches onto the opponent's body. This deals no damage but drags the opponent 10 feet closer each subsequent round (provoking no attack of opportunity) unless that creature breaks free, which requires an Escape Artist check (DC 21) or a Strength check (DC 17). The check DCs are Strength based, and the Escape Artist Difficulty Class includes a +4 racial bonus. A hanged man can draw a creature to within

5 feet of itself and attack with both claws with a +4 attack bonus in the same round.

Rope (Su): The rope of a hanged man is about 30 feet long and can lash forward 20 feet or upward 10 feet to grab a victim and drag it closer to the hanged man (see



its drag ability, above). The rope has AC 22, hardness 10, and 10 hit points, and it has damage reduction 5/slashing. If the hanged man's rope is severed (by reducing it to 0 or less hit points), both the rope and the hanged man are destroyed. Upon the hanged man's destruction, the rope crumbles to dust.

Skills: Using its animated rope, a hanged man has a +10 racial bonus on Climb checks. Hanged men have a +6 racial bonus on Use Rope checks.

By Scott Greene; originally published in The Tome of Horrors II by Necromancer Games. Later reprinted in Monte Cook Presents the Year's Best d20. This version is slightly modified.

Art by Caleb Cleveland

205. SHADOW OF THE TORTURER (EL 7)

Summary: A torture chamber hides a fiendish foe.

Sights and Sounds: This room is lit by torches in sconces. Only a very astute listener (Listen check DC 25) can hear the babau in 205A.

You can almost smell the fear, the pain, and the horror that has seeped its way into this chamber over the years. Chains with hooks hang from the ceiling. Blood stains the floor. A rack, an iron maiden, and a small coal stove for heating irons furnish the room. A man, twisted and tortured, still lies within the clutches of the rack. Etched images of demons torturing mortals feature in stone slabs set into the walls.

The Victim: The man in the rack, a human, is dead, although he died fairly recently.

Hidden Cache: The torturer keeps a small stash of potions in a black wooden box hidden behind the iron maiden (Search DC 17 to find). The stash currently consists of five *potions of cure minor wounds* (for stabilizing the dying), and three *potions of cure light wounds*. All of the phials are clearly labeled as to their contents in Abyssal.

Hallway Trap: The 20' corridor between area 205 and 205A contains a trap. With the pull of a lever in 205A, sticky, dark-red goo (not unlike the substance coating the skin of a babau demon) sprays out of a tiny holes, entangling and holding victims in place. It is also slightly caustic. Those failing their save are entangled and cannot move out of their current space for 6 rounds during which time they suffer 2d6 points of acid damage each round. Those making their save suffer 1d6 points of acid damage (once) and are not entangled. Babau demons are immune to this goo.

Goo Trap: CR 5; Switch trigger; manual reset; DC 16 Reflex save partially avoids; Victims entangled, held in place (2d6 acid

damage/round); Search DC 29, Disable Device DC 29.

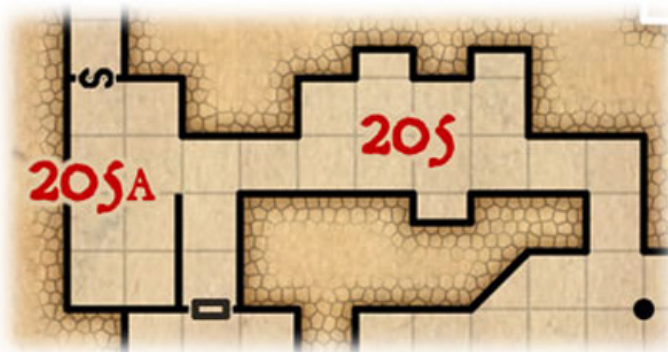
205A: This room has still more torture implements and half-finished devices of pain involving iron helmets and collars, spikes, hooks, acid and worse. The torturer (and inventor) dwells here. This babau demon keeps to himself, torturing victims that he brings here and dumping the bodies in area 204 when he is done. He's not trying to get information--he just inflicts pain for the joy of it.

Babau demon: hp 70

Tactics: If the demon hears intruders coming into area 205, he tries to summon another babau and waits by the lever that activates the trap, trying to catch as many foes as he can. Then he attacks.

Treasure: An iron strongbox in the 205A contains 250 gp and 5 "hell coins." Demons and devils create their own perverse currency in the form of "hell money," or "hell coins." These objects appear to be large reddish-gold coins (disks with a 2-inch diameter) with the faces of the tormented upon them. Examined closely, the faces move and contort, as if they were real people in agony. Each hell coin represents an actual damned soul--a currency any fiend can appreciate. Some fiends and other creatures living in hellish realms do not accept regular coins and value only hell money.

These magical coins (each carries a minor aura of conjuration) are each worth 200 gp to a fiend or someone who deals regularly with fiends. To others, they are worth





Connections: This chamber connects to areas 200, 206, and 208.

See the Map of Level 7.

206. GALLERY OF HORROR (EL 9)

Summary: A room of horrors where even the implements of torture themselves hunger for blood and pain.

Door from the North: The door itself is standard, although it bears an iron plate that looks like a hungry, tooth-filled mouth upon it (on the side facing north). There is, however, a secondary door of transparent crystal beyond it. This door is so transparent as to be almost invisible. PCs can see through it but can't get in because it is sealed with a spell called Yula's ward. This makes the door only openable by those that know the password ("Gallery of Horror"). The door has a hardness of 18 and 20 hit points and is immune to magic (which includes *knock*).

Sights and Sounds: This room is lit by a strange reddish glow that fills the chamber with dim light. It is quiet.

This horrific room is straight out of nightmare. It is filled with corpses within what appear to be the torture implements that burned them, stretched them, or flayed them apart, all arranged as if a part of a permanent display—like the most gruesome art imaginable. Some corpses hang along the east and west walls in manacles as if they died watching the others tortured. The torture devices include racks, iron maidens,

pillories, and more. There is also a large cage filled with chains, hooks, and spikes pointed inward and two racks of whips, branding irons, thumbscrews, and other tools and contrivances.

In the middle of the room, a flayed corpse lies on a bier holding an immense ruby.

Revulsion Aura: Any living creature in this chamber must make a Will save (DC 17) or be nauseated. A new save is allowed each round to negate the effect, but even those that make their save (the original one or a subsequent one) are sickened. This is a magical effect that pervades the room (CL 14).

Yula's Ward: The walls, floors, etc. of the room (but not the contents) are immune to magic (CL 18).

Inhabitants: When anyone enters this room, its guardians—all hidden in plain sight—begin to attack. Four of the victims manacled to the wall are actually wights and can easily slip from their bonds (requiring no action). The two racks of torture devices are actually possessed by demonic spirits (thus,



animated objects) that slide around the room flailing and stabbing. The cage is also possessed, attempting to grapple victims with its chains and pull them into the spiked interior, where they are trapped and suffer 2d6 points of damage each round the cage moves, until freed. It can hold 1

only 10 gp, and to some they are utterly abhorrent and worth nothing. Since the souls represented by the coins are already damned, there is nothing a person can do to save them. However, an evil creature might use the soul in a foul ritual, as part of the process of creating some magic item, or simply as a delicacy to be devoured. Any such use destroys the coin.

Secret Door: The secret door in the north is devilishly tricky to find (Search DC 35). It is located behind what appears to be some kind of torture device with an eight-foot by eight-foot metal plate covered with hooks and barbs. To open it, the proper sequence of hooks must be turned. Anyone making Listen checks (DC 20) here, however, may hear the demonic flies droning in area 208, giving a clue and a +2 bonus to find the door.

Upping the Ante (EL 10): Give the babau a bodak servant (the babau is immune to the bodak's gaze).



large or 2 smaller creatures inside. Breaking out of the cage requires a Strength check (DC 25) to bend the bars, and once such a hole exists, anyone can get out of the cage with a full round action.

Wights (4): hp 35, 30, 27, and 26

Large animated object (2): hp 55 and 51

Huge animated object: hp 90

Treasure: The massive gem that the flayed man is holding is worth 5,000 gp.

Secret Door: The door in the south is a pivoting section of the wall (Search DC 22). Remember that it is immune to spells (like *detect secret doors*) thanks to *Yula's ward*, but as it was created after the spell was cast it reacts like a wall and not a door to the spell's

parameters (thus, if found it can be opened without the password).

Connections: This chamber connects to area 205 and area 207.

See the Map of Level 7.

New Spell

Yula's Ward

Abjuration

Level: Wizard 6

Components: V, S, M

Casting Time: Four hours

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

Area: A single room, no more than one ten foot cube per level in size

Duration: Permanent

Saving Throw: None

Spell Resistance: No

Cast upon a single room, the doors, windows, walls, floor, and ceiling are immune to magic as if encased in an antimagic field just big enough to incorporate them. No spells can affect them. The room itself, however, does not have an antimagic field, and thus teleportation or divination into or out of the room is still possible. Any doors leading into the room can only be opened by the caster, or those who use a special password decided upon by the caster. Lastly, the hardness of the doors, windows, walls, floor, and ceiling gains a +10 bonus that does not stack with any other magical bonuses.

Material Component: Paint containing 1,000 gp worth of pearl dust.

207. SECRET CHAMBER (EL 7)

Summary: A gaseous guardian protects a secret room with interesting treasures.

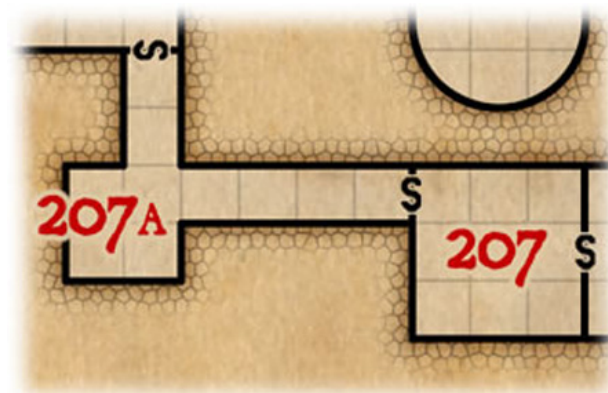
Door from the North: This door is a pivoting section of the wall (Search DC 22). It is immune to spells (like *detect secret doors*).

Door from the East: The door is a hidden stone panel (Search DC 25 to find). It is also locked (Open Locks DC 25) although the keyhole itself is hidden, requiring a separate Search check (DC 28).

Sights and Sounds: This room is dark and quiet.

This room is the inside of an iron cube, with small round holes perforating the rusted metal sheets fused together that make up the walls, floor, and ceiling.

Metal Sheets: The metal sheets have a hardness of 10, and 40 hit points. They are fused together, and while the metal floor rests upon the stone floor, there is a 4 inch gap between the metal walls and ceiling and their stone counterparts. Thus, it's a cube within a cube.



Inhabitants: A special belker is trapped forever in this chamber, acting as a guardian. It is special because it has no limit on the amount of time it can spend in smoke form. Also, it has the Mobility and Spring Attack feats as bonus feats. When the PCs enter, it is in smoke form, behind the iron walls.

Belker: hp 51

Tactics: One round after a foe comes inside, the belker seeps through the holes and attacks with its smoke claws. Because it has spring attack, if its attack is resisted, it can move back through the holes in the metal wall in the same round it attacks. Regardless, if the PCs inflict 10 or more hit points damage, it retreats back through the holes and moves around to the other side of the room, hoping to make another attack with surprise. If the smoke claw attack is not working, it will attack conventionally, but it has to turn solid first. Again, it will keep up the hit and run attacks, fleeing whenever 10 hit points or more are inflicted.

Secret Door to 207A: The iron panel on the west wall secretly hinges at the bottom, with a latch at the top (30 feet up) that must be released to lower it. The wall, when it comes down, is the same size as the floor, so maneuvering it down is slow and tricky (or dangerous--a character caught under the iron wall if it is simply allowed to fall, suffers 4d6 points of damage). The door itself, once the wall is down, is clearly visible, although it is still locked (Open Locks DC 30).

207A: This is a hidden treasure room from long ago. The passage to area 206 is relatively

new. The room contains two chests, one wooden and one iron, and a table with a lantern on top of it.

The Lantern: The lantern on the table has a strong aura of conjuration magic. The first person to touch it instantly teleports to an extradimensional space.

You find yourself alone, with gray and green mist all around you. A slender, shadowy man with indistinct features appears before you and asks, "Do you desire flame with which to see truth, or blade with which to slay your foes?"

If the character chooses flame, the figure gives him three unlit torches of unseen light. If he chooses blade, the figure gives him a +3 longsword. Immediately upon receiving the item, the PC reappears in the room where he started. All of the items bear Rivenyk's symbol (seen in the Symbol of Rivenyk illustration handout). Flame is a safe choice. The sword, however, is possessed by a demonic spirit that attempts to possess the PC when he next enters combat. If the sword wielder fails a Will save (DC 18), he is controlled by a demon who will seek to betray and slay the rest of the group at the earliest best opportunity. The sword becomes a +1 unholy longsword. If the PC makes the save, nothing happens, the sword remains a +3 longsword, but it rusts and falls apart one hour later. It is impossible to repair.

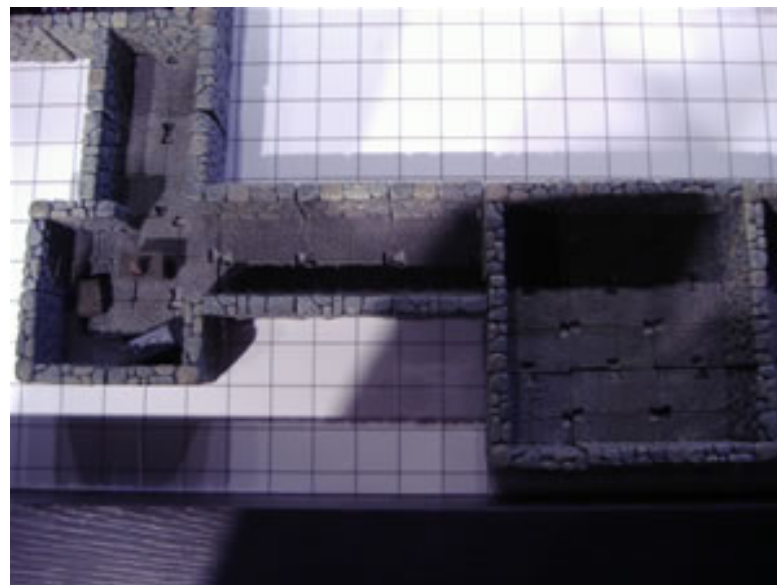
If the character does (or says) anything but choose one of the

three, nothing happens. After three rounds, if he has not chosen, he reappears in the treasure room with no gift.

The lantern works only once.

The Wooden Chest: This is unlocked and contains 10 hell coins, 300 small, crude gemstones (various types, each worth 2 gp), and 1,890 sp, and 2,400 cp.

The Iron Chest: The iron chest is bolted to the floor and appears much older than the room's other contents. It bears the crescent moon symbol of Glarias and is locked (Open Locks DC 32) and contains a silver ciborium with a faint aura of abjuration magic. Inside are six crescent-shaped wafers kept fresh by the magic of the vessel. Each wafer functions as a potion of aid. The ciborium is worth 800 gp, but is also the last of the three sacraments needed for the altar in area 200 (the wafers, however, do not need to be kept with it).



Connections: This chamber connects to area 204 and area 206.

See the Map of Level 7.

New Magic Item

Torch of Unseen Light: When lit, this magical torch burns for one hour or until it is snuffed (it cannot be relit). It gives off no heat or light, but its flickering flame is visible. While it burns, any invisible creatures or objects within 30 feet of it are visible.

Moderate divination; CL 10; Create Wondrous Item, *invisibility purge*; Price 750 gp

208. FLY DEMONS (EL 10)

Summary: Thousands of demonic flies and demon-possessed flies stand guard here.

Sights and Sounds: The room is dimly lit. Anyone listening at the doors (DC 20) can hear the droning of the flies. Once the doors are open, no checks are necessary.

Dozens of candles burn with a strange greenish flame throughout this chamber. In this eerie illumination, flies swarm, buzzing and crawling and flying. While many appear normal, some of the flies have apparently grown to an astonishing size ranging from an inch to three inches in length or more, and their multifaceted eyes glow green in the light. Amid them, a hulking brute shamles forth. The flies cover his flesh, crawling over him and--as you watch--crawl in and out of his mouth, nose, and finally what appear to be his empty eye sockets. Judging by the horrible ripples beneath its flesh, they appear to be crawling beneath his skin as well.

Inhabitants: Two swarms of demonic insects inhabit this room. Both swarms are a mixture of normal flies that are (en masse) possessed by a pair of demonic spirits and flies that are native to the abyss and have come to the material plane. For both swarms, use stats for a hellwasp swarm. One swirls about the room, the other inhabits the hulking humanoid figure that was once a very large man but now is simply an animated corpse (treat as a ogre zombie). These swarms are direct servants of Czarzem himself. If they are destroyed, he knows about it.

Abyssal fly swarm (2): hp 95 and 82

Ogre Zombie: hp 50

Tactics: The swarm inhabiting the figure attacks the front rank foe in the most straightforward manner. It has no weapon, so it uses its slam attack. If it happens to be attacking a spellcaster, however, it attempts to grapple. The free swarm attempts to get as many characters engulfed as it can, meanwhile, to distract and nauseate them with its presence and poison them with its attacks.

REVISIT (EL 7)

If the PCs come through this chamber again, they find that it is full of flies again, but these are different. Each is a demonic insect the size of a large dog with horrible mandibles dripping

some kind of foul ichor. Use the stats for giant bees but give them a +4 attack and damage bonus and DR 5/magic, and SR 15.

A character making a successful Knowledge (the planes) check (DC 18) knows that within each of these hideous monsters is a sac of ichor that can be used directly as oil of *greater magic weapon* (+2).

Giant Abyssal Flies (8): hp 20 each

Connections: This chamber connects to area 205 and area 235.

See the Map of Level 7.



209. DEMONBEAR (EL 10)

Summary: It's a bear from hell (OK, the Abyss).

Door: The door leading into this room is iron, and barred on the outside (in the hallway) with three makeshift heavy iron bars set into hooks drilled into the stone. It's not hard to remove these and open the door from the hallway side. The door appears battered and dented from the inside.

Sights and Sounds: This room is dark. No Listen check is required to hear the inhabitant of the room roaring and snarling.

Inside, what little furnishing the chamber had lies wrecked and smashed. Bones litter the floor along with large piles of particularly malodorous dung. A massive bear, standing more than fifteen feet high, with horns on its head, small, useless black wings on its back, and a mouth full of multiple rows of teeth dripping with some foul ichor roars at you, its bile-yellow eyes filled with rage.

Inhabitant: The demons brought with them a huge bear native to the Abyss--effectively a huge, fiendish dire bear. However, the demons have been unable to control this creature and so have penned it up in this

room, occasionally teleporting in with food and teleporting out again quickly. They are terrified of it.

Demon Bear (Chaotic Evil)

Huge magical beast (extraplanar) CR 10

Init +0 Speed 40 feet

HD 17d8+102 hp 201

AC 18, touch 9, flat-footed 8

BAB/Grapple +12/+32

Attack +25 melee (2d6+10, claw)

Full Attack +25 melee (2d6+10, 2 claws) and +23 melee (3d8+5, bite)

SA Improved Grab

SQ Darkvision 60 feet, Low-light vision, scent, DR 10/magic, SR 22, resistance to fire 10, resistance to cold 10

Fort +14 Ref +8 Will +9

Str 39, Dex 11, Con 23, Int 14, Wis 13, Cha 12

Crucial Feats Combat Reflexes, Endurance

Other Feats Alertness, Endurance, Iron Will, Multiattack, Run, Weapon Focus (claw)

Crucial Skills Listen +13, Spot +12, Swim +17

Other Skills N/A

Tactics: The bear attacks everything it sees and fights to the death. If it grabs a foe, it uses the option to hold a foe, taking a -20 penalty to its grapple check so that it is not considered grappled itself (allowing it to keep its

Dex bonus to AC, to threaten areas, and to use its other claw and bite attacks on other foes).

Hidden Trapdoor: A smashed table near the north end of this chamber hides a small trapdoor (Search DC 15). The trapdoor isn't made to be secret. It's just currently covered in debris. Once opened, PCs see a 4 foot wide shaft going down, with smooth stone sides (no ladder or easy hand-holds). The shaft is 100 feet deep, and at the bottom it connects to a natural cave about 30 feet across with about a foot of standing water. A few strange, pale white crustaceans scuttle away from any intruder, disarming but harmless.

Development: After events triggered by the PCs exploring Level 9, this area will provide access to a winding vertical tunnel connecting Level 9 with Level 3.

Connections: This chamber connects to area 193 and area 210.

See the Map of Level 7.



210. THE ROOST (EL 7 AND 9)

Summary: Here dwells a vrock that fancies himself a wizard.

Sights and Sounds: This cavern is dimly lit. All can hear a distant rumbling as if there is a constant earthquake in the distance as well as high pitched screeching coming from this chamber.

A horrific cavern illumined with an ambient, blood-red light stretches before you. Its misshapen surfaces do not appear to be stone cut by tools or eroded by natural processes. Instead, they writhe and undulate like the flesh of a living thing. Jagged wounds bleed, the flows cutting channels across the stinking, humid cave. This seems more like a vision of a terrible nether realm than just another room in the dungeon.

One particularly awful-looking rock formation in the northeast section of the cave glows with a strange multicolored halo.

The ceiling is very high and much more poorly lit. Shrieks descend down from the shadows there--some of which flutter and move.

The Ceiling: The ceiling here is 40 feet high and pocked with little caves and unlit niches offering many perches ideal for hiding. This is where all of the inhabitants of the cave are when the PCs enter.

The Walls (and the Blood): Although they appear more like twisted flesh, the walls, floor and ceiling should be treated like natural rock. The "blood" is a slightly caustic fluid (touch inflicts 1d6 points of acid damage), but it is not difficult to avoid

it. Those investigating closely, making a Knowledge (the planes) check (DC 17), can determine the extradimensional (and inherently evil) nature of these substances.

Inhabitants: A vrock named Garule dwells in this cavern along with a mob of vargouilles that obey his every command. Garule is not your standard vrock. He fancies himself a wizard of sorts. Instead of a Knowledge skill, this vrock has a +16 bonus to Use Magic Device and a collection of scrolls he keeps in a leather bag slung over his shoulder. His scrolls (each with one spell) include: *detect magic* (x2), *grease*, *identify*, *magic missile*, *enlarge person*, *cat's grace*, *icebolt*, *dispel magic*, *hold person*, *flame arrow*, *summon monster IV*, and *escape the bonds of flesh*.

Vargouilles (7): hp 9, 9, 8, 6, 5, 5, 4

Garule, vrock: hp 92

Tactics: The vrock sends the vargouilles down to attack the PCs immediately. While they fight, it uses its *heroism* and *mirror*

image powers on itself, and then just waits, observing the PCs and how they deal with the swarm of flying horrors.

If the vargouilles are defeated, Garule uses spells at range, such as *icebolt* or *escape the bonds of flesh*. He summons a fiendish giant wasp. When he must, he engages in melee, but probably only after trying *hold person* on the toughest-looking melee opponent.

Garule won't hesitate to use the demonrock's healing powers if need be.

Demonrock: The oddly glowing rock formation is a special magical (and utterly immobile) node that heals any chaotic evil outsider touching it 1d8 hit points. The healing continues once per round for chaotic evil outsider continuing to touch it, requiring no action on their part (so a demon could perch atop it and heal 1d8 points per round while it does something else).

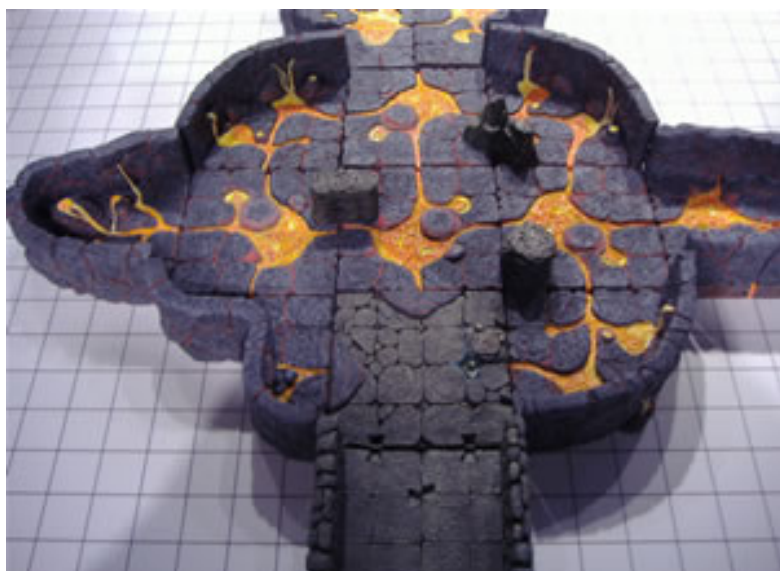
Those not healed by the rock suffer 1d8 points of damage if they touch it as its energies disrupt their form. A *hallow* spell destroys the demonrock. (A character can make a Knowledge [arcana, religion, or the planes] check [DC 20] to determine this.) Otherwise, it's pretty much impervious to harm or effect.

Development: Because of the demonrock's special powers, many of this level's inhabitants escape to this chamber (probably using *teleport*) to get healing. Check for a random encounter automatically every time the PCs come back to this room (no matter how frequently that is). Most likely, encounters will be with demonic creatures



hanging around or using the demonrock. Which means that they may currently be somewhat damaged (remember, they fight amongst themselves around here a lot).

Background: This “cavern” and others like it represent the fact that Level 7 is being drawn into the Abyss. The blood-filled caverns are themselves pockets hanging between the mortal plane and the lower planes. Stepping into them is like stepping through a gateway. Nothing that cannot penetrate interdimensional barriers can cross the boundaries from this cavern to the more normal seeming room nearby. For example, a wizard cannot cast arcane eye in area 191 and see into this cavern. These caverns are shaped of hate and violence, but to the touch it seems like they are some kind of strange stone. Otherwise, treat this cavern as being a standard dungeon room (or, perhaps cave).



Connections: This chamber connects to areas 193, 209, 211, and 215.

See the Map of Level 7.

New Spell

Escape the Bonds of Flesh

Necromancy [Death, Evil]

Level: Clr 4, Sor/Wiz 5

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

The victim's skeleton writhes and twists within his body, tearing muscles and rupturing flesh. The victim suffers 2d8 points of damage, +1 point per caster level (maximum +20). If the damage dealt by this spell brings the target below zero hit points, his skeleton tears from its body and becomes an animated skeleton. (See “skeleton” in the MM.) This skeleton is under the caster's control, in all respects as if it had been created by the animate dead spell. Should the skeleton possess too many Hit Dice for the caster to control, it remains independent and immediately attacks the nearest creature.

Material Components: A fragment of bone with flesh still attached to it and a piece of iron.

Design by Anthony Pryor, development by Ari Marmell; originally published in Strange Lands: Lost Tribes of the Scarred Lands by Sword & Sorcery. Later reprinted in Monte Cook Presents the Year's Best d20.

211. BLACK TENTACLES (EL 8)

Summary: A tricky room to cross, what with all the tentacles.

Sights and Sounds: This room is dimly lit. All can hear a distant rumbling as if there is a constant earthquake in the distance.

A cavern of disturbing visage stretches before you. It reeks of rancid meat and the walls and floor look more like twisted flesh than stone. Wounds in the rock ooze blood or bile that glows with a sickly radiance. Dark holes of unknown depth riddle the floor. The entire place seems like a cancerous tumor in the earth.

In the middle of the cave lies what appears to be a massive fungal growth next to a warped stone column. Atop this rests a golden skull.

The Walls (and the Blood): Although they appear more like twisted flesh, the walls, floor and ceiling should be treated like natural rock. The “blood” is a slightly caustic fluid (touch inflicts 1d6 points of acid damage), but it is not difficult to avoid it. Those investigating closely, making a Knowledge (the planes) check (DC 17), can determine the extradimensional (and inherently evil) nature of these substances.



Holes: These holes lead to an extradimensional realm where a creature of impossible size and eternal hunger dwells. Slaying this world-size beast is an impossible task, but thankfully all it can do is reach tentacles through the holes to attempt to reach the PCs. (It does not care for demonflesh).

Assume that there is a single hole per 10 foot square. (They are not perfectly equidistant, but close enough.) A black tentacle reaches up from the hole with a reach enough to attack anyone in a 10 foot square (or, if you'd rather, in a set of four 5 foot squares). Each tentacle has an attack bonus of +8 and a grapple check bonus of +12. Each has an AC of 14 and 20 hit points. They are immune to any magical effects. They reach up and grasp a foe, provoking an attack of opportunity. If they grab a foe, the next round they attempt to pin them. If they hold a Medium or smaller foe in a pin for one full round, that foe is dragged

through the hole, dealing 2d6 points of damage per round. For a Small or Medium foe, it takes two rounds to get them through the hole, during which time the foe can try to escape using grapple checks, Escape Artist checks, or destroying the tentacle. For a smaller character, it just takes one round. A character completely pulled down through the hole is gone forever. A Large or larger creature is held in place and smashed into the ground until dead (2d6 points of damage each round). Once dead, the body is dismembered and then dragged down.

If there is nothing to grab within reach, a tentacle goes back down into the hole. If it reappears again, it is fully healed of any damage suffered (basically, it's a different tentacle). Once a tentacle is destroyed, a new tentacle will not come up from that hole for 1 minute.

Crossing this room safely is worth xp equal to a CR 8 challenge.

Treasure: The *golden skull* was placed here by the demons to lure creatures into the cave, because that's the kind of thing that demons think is funny. It is, in fact, an actual skull dipped in molten gold worth 350 gp. It appears to be humanoid but with vaguely arachnid features (it is an aranea). Perhaps more interestingly--and unbeknownst to the demons--however, this skull is keyed to the artifacts known as the carpets of Tral-Ferrer. It has a magical aura of

divination, and if asked any question having to do with direction, it will answer with a short term response (go left, go straight, etc.) that lead them to any of those artifacts not already in their possession, nearest part first. The nearest right now is nearby, in area 214. The next closest is on level 5, in area 118. The third and last one is on level 10.

Background: This "cavern" and others like it represent the fact that Level 7 is being drawn into the Abyss. The blood-filled caverns are themselves pockets hanging between the mortal plane and the lower planes. Stepping into them is like stepping through a gateway. Nothing that cannot penetrate interdimensional barriers can cross the boundaries from this cavern to the more normal seeming room nearby. For example, a wizard cannot cast *arcane eye* in area 191 and see into this cavern. These caverns are shaped of hate and violence,



but to the touch it seems like they are some kind of strange stone. Otherwise, treat this cavern as being a standard dungeon room (or, perhaps cave).

Connections: This chamber connects to areas 192, 210, and 213.

See the Map of Level 7.

212. POISON GAS



Summary: The presence of demons and their foul energies has drawn noxious fumes in from the lower planes.

Sights and

Sounds: This room is dark and quiet.

There's something unsettling about this hallway and small chamber. An empty picture frame of delicately carved wood with gold inlay hangs on the northeast wall. A pile of empty ampules and vials lies in the southwest corner of the room.

Poison Gas: This room, and the hallways that connect to it are filled with an almost imperceptible gas, invisible and odorless to non-outsiders. Anyone entering this area must make a Fortitude save (DC 18). Those who succeed feel no effect and don't know that they've made the save. Those failing suffer 1 point of Intelligence damage but likewise are unaware of any effect. A new saving throw is required each round of exposure, regardless of prior success or failure.

The gas is potent only about 30 feet beyond the edges of this room. Beyond that, it's present in the hallways, but too dispersed to be dangerous.

Picture Frame: The frame holds an extradimensional space within it, but only when hung on this particular wall. It is similar to the pillars in area 183. The space holds a *potion of lesser restoration*, three flasks of acid, and a quiver of thirteen +2 *human bane arrows*.

Ampules: There's nothing odd about these. Once used in the laboratories that were common on this level, they're just leftover junk.



Secret Door: The secret door to the north of this chamber is quite difficult to find (DC 28). It consists of a stone panel that must be removed (requiring a full round action and a Strength check [DC 16], revealing a standard iron door (hardness 10, 60 hit points, Break DC 35) sealed with an *arcane lock* spell.

Connections: This chamber connects to areas 192, 211, 213, and 214.

See the Map of Level 7.

213. ICONS OF ILL OMEN

Summary: This chamber holds a number of dangerous cursed objects. You will need the Etched Table Map handout (see Appendix C).

Sights and Sounds: This room is dark and quiet.

This chamber has a worm-ridden rug on the floor, atop which a stone table rests. The top of the table is covered with a large, straw-filled basket, inside which rest a number of glistening green carved figurines. Oak doors lead north and south, and an archway with a small, squat gargoye over it marks an exit leading east.

Malachite Icons: Each of these tiny icons appear to be worth at least 100 gp due to their material and craftsmanship, and each has an aura of moderate transmutation. They are all cursed items, but that is not readily apparent. Anyone taking an icon empathically knows what boon it grants him, but that's actually a lie. In truth, the icon bestows a curse. Only when the curse manifests and the character is shown incontrovertible proof that the boon is



nonexistent will he understand that its all a deception.

Woe to the greedy character that immediately grabs all of them. Once taken, a character cannot get rid of it. Any attempt to do so fails. Icons that appear to have been destroyed by conventional means or tossed away are discovered among the character's belongings later. Only a *remove curse* spell will rid a character of an icon, and that will destroy it, allowing it to reform here in this room in 1d4 days.

There are six different icons:

Bear: The bearer of this icon will believe that it adds a +2 luck bonus to his Strength. Instead, it gives all of his attacks a 25% miss chance.

Lion: The bearer of this icon will believe that it adds a +2 luck bonus to Will saves. Instead, he suffers a -4 penalty to Will saves.

Owl: The bearer of this icon believes that it adds a +2 luck bonus to Wisdom. Instead, whenever he enters combat, a quasit is

summoned at the beginning of the second round (if it lasts that long) which acts to aid the bearer's enemies. The quasit remains until slain or 10 rounds, whichever comes first.

Human Head: The bearer of this icon believes that it adds a +2 luck bonus to Intelligence. Instead, for every 5 hit points of damage he suffers, 1 point cannot be healed normally. This cursed damage can only be healed by magic, and the caster must make a caster level check (DC 23) to succeed.

Wolf: The bearer of this icon believes that it grants him a +10 foot bonus to his speed. Instead, every time he suffers damage, he suffers an additional 1d6 negative energy damage.

Eagle: Unlike the others, this icon's curse takes effect immediately once it is touched, and there is no deception involved. The eagle grows to tremendous size and screeches. All in the room are stunned for one round and must make a Fort save (DC 16) to avoid becoming deaf. Roll for a random encounter immediately that comes into the room in 1d4 rounds from the direction of area 211 or 212 drawn by the sound.

Treasure: The table itself is the real treasure. A Search check (DC 22) reveals that the stone top, under the basket, has a map of Level 7 etched into its surface. An arrow painted in

smear blood indicates where this room is on the map. It's not complete, but it could be very helpful if recopied onto something portable. Show the players the Etched Table Map handout. Further, if anyone searches under the table (DC 25 check), they'll find, in tiny etched Common letters, "872 lowers the cage." This is a reference to the buttons on the panel in area 221. Pushing the buttons labeled 8, 7, 2, in that order lowers the hanging cage in area 222.

REVISIT (EL 6)

The next time the PCs come into this room, a pair of fiendish troglodyte warriors are passing through the chamber carrying a wounded and unconscious comrade (who is stable, but at -5 hit points). They've just been attacked by some other dungeon resident as yet not encountered by the PCs.



Fiendish Troglodyte Warrior

Female Troglodyte (Chaotic Evil)

Medium Humanoid (Extraplanar, Reptilian)

Warrior 2 **CR** 4

HD 2d8+3d8+15 **hp** 37

Init +0 **Speed** 30 feet

Languages Draconic

AC 21, touch 10, flat-footed 21

BAB/Grapple +4/+6

Attack +7 melee (1d8+2, longsword) or +5 ranged (1d6, javelin)

Full Attack +7 melee (1d8+2, longsword) and +4 melee (1d4+2) and bite (1d4+1) or +5 ranged (1d6, javelin)

SA Smite good 1/day (+5 damage) stench 30 feet (Save DC 14)

SQ Darkvision, DR 5/magic, resistance to cold/fire 5, SR 10

Fort +9 **Ref** +1 **Will** +0

Str 15, **Dex** 10, **Con** 16, **Int** 9, **Wis** 8, **Cha** 8

Crucial Feats N/A

Other Feats Multiattack, Weapon Focus (longsword), Weapon Focus (javelin)

Crucial Skills Climb +1, Hide +0, Listen +4

Other Skills N/A

Possessions Breastplate, longsword, 3 javelins, 14 gp, 20 sp

Connections: This chamber connects to areas 211, 212, 214, and 217.

See the Map of Level 7.

214. ANOTHER MAGIC CARPET (EL 10)

Summary: Another piece of the legendary carpet of Tral-Ferrer lies in this hidden room.

Secret Door: The secret entrance into this chamber is quite difficult to find (DC 28). It consists of a stone panel that must be removed (requiring a full round action and a Strength check [DC 16], revealing a standard iron door (hardness 10, 60 hit points, Break DC 35) sealed with an arcane lock spell.

Sights and Sounds: This room is dark and quiet.

Two unlit chandeliers hang from black iron chains in this long chamber. You see a short circular platform of black stone close to the north end. On the far north wall is a grimy, woven wall hanging of green, blue, and gold thread.

If the PCs enter through the hall to the south, read this text:

Suddenly, appearing before you is a terrifying demon. Warty, blue-green flesh covers its body, and its face is a broad mockery of the ugliest toad you can imagine. Yellow eyes narrow and it opens its gruesome maw to speak: "By the ancient pact," it says, "I shall defend this chamber from intrusion through this doorway."

Inhabitant: Crossing through the hallway (even flying or in gaseous form or some such) summons a hezrou demon. As it says, long ago it was commissioned with the task of defending this room. The hezrou cannot leave the room. Nor can it summon other demons to aid itself (and thus, it should

be treated as a CR 10 challenge). If no one interacts with the demon for 10 rounds, it disappears from whence it came. However, if summoned again, it is the same demon, sporting any wounds or effects it had when it left. Likewise, if the demon is slain, opening the door again will not summon a new fiend.

Note that entering the room via the teleport disk does not summon the demon.

Hezrou: hp 130

Tactics: The hezrou is hampered somewhat by its restrictions. Once summoned, it cannot leave the chamber. If the PCs remain outside the chamber and make ranged attacks, all it can do is used its ranged spell-like abilities to strike back at them. Likewise, if the PCs simply flee, there's nothing the demon can do. Otherwise, it fights to the death.



The Wall Hanging: The hanging is actually a carpet. This carpet is a magical artifact, the green carpet of Tral-Ferrer. As stated below, it has no magical aura. The carpet is covered in dirt and grime. See below for why this is potentially dangerous.

The Platform: The black platform is permanently affixed to the floor. It is a teleporter, linked to the similar platform in area 221. Stepping on this platform instantly transports a character to the other platform. Likewise, anyone stepping onto that platform come here. Those coming from that platform to here must get off this platform after one round or they will be sent back to area 221.

Background: Tral-Ferrer was 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 that incorporated an important modicum of the essence of the place. The carpet allowed him to leave, but he left it behind. It was later found by a trio of aranea who all desired it for themselves. Eventually, they separated the carpet into three to keep from killing each other over its possession, reweaving some of the magic within in new and unexpected ways. However, if all three carpets are brought back together again, some of the original power of the carpet is restored.

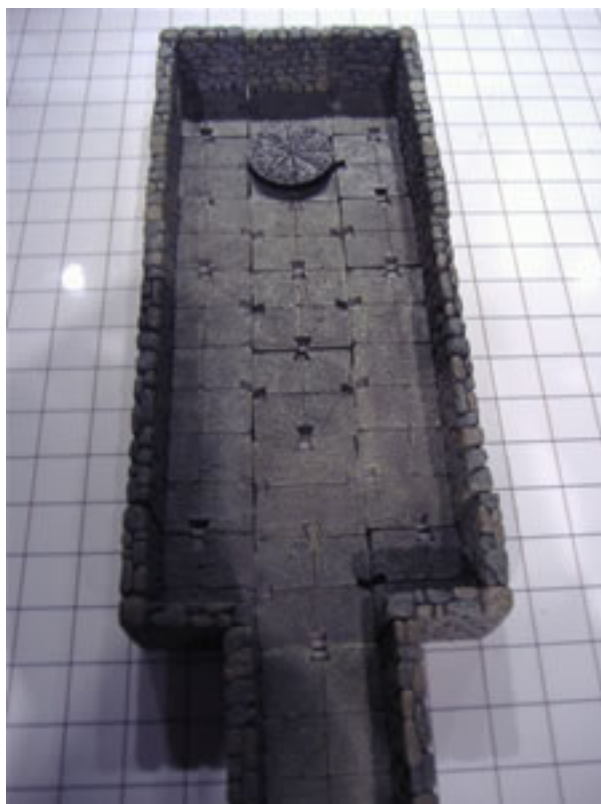
Connections: This chamber connects to area 212 and area 213.

See the Map of Level 7.

New Item

The Green Carpet of Tral-Ferrer: This artifact is three feet wide and five and a half feet long, woven of green, blue, and gold silks of the rarest quality. The design is beautiful and decidedly abstract. Those looking very closely (Search DC 25) notice that the pattern slowly shifts. The carpet has no magical aura. It cannot be affected by any divination spell.

If the rug has been unused or inert for one week or more, it becomes inordinately dirty and dusty. Anyone touching the carpet in this condition stirs up a cloud of dust of sneezing and choking.



The carpet's main power is transferred to the room in which it lies, but only if laid out on the floor properly, taking three full rounds to do so. The room cannot be larger than 1000 square feet. The room is affected as if under the effects of Yula's ward.

Bringing it into direct contact with one of the other carpets of Tral-Ferrer produces other effects. The two carpets immediately and permanently fuse into a 6 foot by 11 foot carpet of flying. Use the stats for a 10 foot by 10 foot carpet. All involved with fusing the two carpets know the command word, "Raithis." Both carpets instantly lose all other properties (other than the fact that they still do not have magical auras, are indestructible, and can combine with the third carpet). Combining this fused carpet with the remaining carpet of Tral-Ferrer produces still other effects.

As an artifact, the carpet is virtually indestructible (although it offers no protection to anyone attempting to use it as a protective element) and is always easily cleaned--although doing so is obviously dangerous.

Related Articles:

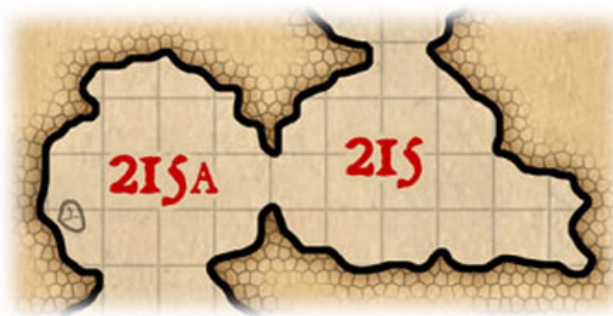
118. The Magic Carpet

215. HOT BLOODED (EL 7)

Summary: The blood seeping from the walls and floor here is extremely dangerous.

Sights and Sounds: This room is dimly lit. All can hear a distant rumbling as if there is a constant earthquake in the distance.

A hot breeze blows through this chamber carrying the smell of brimstone. Frothing, bubbling blood seeps from what appear to be wounds in the warped and flesh-like walls and floor. The floor shudders a bit. It's sweltering here.



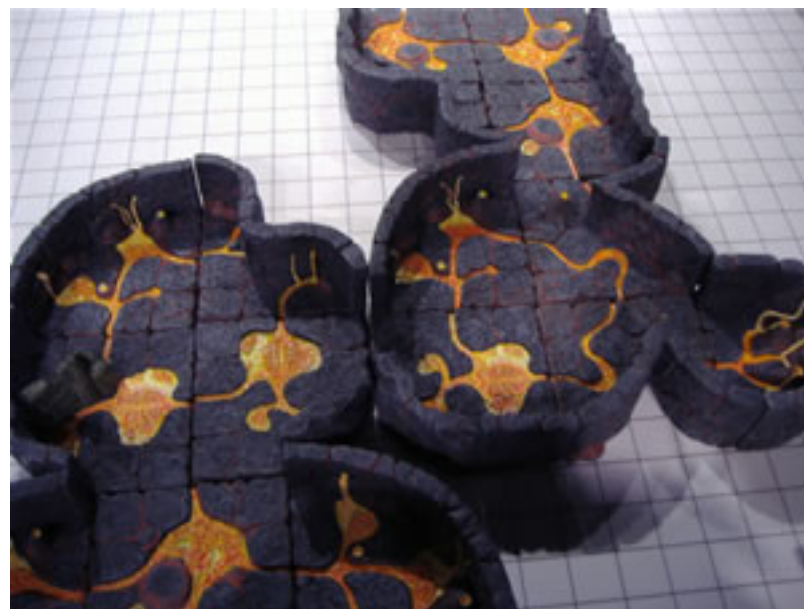
The Walls: Although they appear more like twisted flesh, the walls, floor and ceiling should be treated like natural rock. Those investigating closely, making a Knowledge (the planes) check (DC 17), can determine the extradimensional (and inherently evil) nature of the substance.

The Blood: The liquid seeping from the “wounds” here is a vile, caustic admixture. Unlike that in similar areas (such as areas 210 and 211, for example), in this area it is superheated, bubbling and frothing. It is also more prevalent here, coagulating in larger pools. Although characters can move through the area with care and risk nothing, moving faster than half speed, or doing something very strenuous (like engaging in combat) requires a Balance check (DC 15). Failure means that a character has slipped and stepped into the boiling, acidic liquid, suffering 1d6 points of fire damage and 1d6 points of acid damage.

The Heat: It is 140 degrees in this cave. Anyone remaining in this chamber for a long period suffers 1d6 points of nonlethal fire damage per minute just from breathing the hot air. In addition, a character must make a Fortitude save every 5 minutes (DC 15, +1 per previous check) or take 1d4 points of nonlethal damage. Those wearing heavy clothing or any sort of armor take a -4 penalty on their saves. In addition, those wearing metal armor or coming into contact with very hot metal are affected as if by a heat metal spell.

215A: Characters in this area should attempt a Spot check (DC 18). Success means that the PCs notice a strange rock formation on the western end of the cave. Characters attempting a search of the cave will automatically find it. It resembles a bulbous head with a number of ropy tentacles where its mouth should be. This formation is fake, and is actually a storage chest, with the top of the “head” lifting off. However, anyone attempting to do so triggers a mind blast trap that affects everyone in the cave, requiring all to make two Will saving throws.

Mind Blast Trap: CR 7; activation trigger; automatic reset; DC 20 Will negates (stun for 1d6 minutes), second DC 20 Will save for half (1d6 points of Wisdom damage); Search DC 31, Disable Device DC 35.



Inside the strange container are three long crystals the color and appearance of the “blood” in the room. They are sharp and pointed on one end, not unlike swords. In fact, each can be used like a +1 *flaming burst short sword*. However, after the first use which “activates” it, the crystal will only last for 10 minutes. There is a slight tinge of evil to these crystals (being solidified from the seeping substance here, which itself is bubbling up from the lower planes). A paladin, for example, would probably have an aversion to them. No one else would likely notice. These crystals are impossible to create, and should be treated in all respects as regular +1 *flaming burst short swords* except that if the PCs attempt to sell them, they are worth only 800 gp each.

REVISIT (EL 5)

The next time the PCs come to this cavern, they find a pair of howlers here. These particular creatures are immune to fire and acid. They attack immediately and fight to the death.

Howlers (2): hp 45 and 40

Connections: This chamber connects to area 210 and area 216.

See the Map of Level 7.

216. CAVERN OF GRAVES (EL 4, 6, 8, 6, 4, 8, AND 9)

Summary: Believing that it could produce only something horrible, the residents buried some bodies in the otherworldly soil here. They were right.



Sights and Sounds: This room is dimly lit. It is quiet.

Like something out of a nightmare, the cavern walls and floor here resemble decaying flesh seeping forth a thin, foul ichor that resembles frothy blood. Across the floor, however, you see churned soil forming mounds that look very much like graves. A few even have headstones and markers. Around the room, symbols of death, evil, and black magic are scrawled upon the walls. It is deathly still.

The Walls (and the Blood): Although they appear more like twisted flesh, the walls, floor and ceiling should be treated like natural rock. The “blood” is a slightly caustic fluid (touch inflicts 1d6 points of acid damage), but it is not difficult to avoid it. Those investigating closely, making a Knowledge (the planes) check (DC 17), can determine the extradimensional (and inherently evil) nature of these substances.

The Symbols: Although just about anyone will recognize a few, characters making a Knowledge (religion) or Knowledge (arcana) check (DC 20) will recognize all of the symbols. They deal with death, undeath, necromancy, demonic energy, and evil.

The Graves: The few gravestones are not real, but in fact mockeries of mortal grave markers and headstones, saying things like, “Here lies some fool who lived a meaningless life,” or “Another mortal worm has squandered his existence. Does anyone notice?”

There are twenty three graves here. PCs searching the crudely dug, shallow graves

(i.e., digging them up) will find a gold ring (50 gp) in one, and a pair of bracers of armor +2 in another. Doing so requires about 15 man-hours of work, however.

Inhabitants: The spirits of the dead buried here have been forced to become incorporeal undead imbued with demonic power. Each has maximum hit points, an additional +2 deflection bonus to AC, and +8 turn resistance (+4 if they leave this cave). Lastly, each has a *fear* aura that forces all within sight of them to make a Will save (DC 20) to avoid becoming shaken. Each is considered 1 level higher in terms of CR for experience point awards. These demonic undead appear particularly large, inhuman, and terrifying.

The undead begin gliding out of the graves, one at a time, one every 1d4+1 rounds, in this order:

Shadow: hp 36; AC 15

Wraith: hp 60; AC 17

Spectre: hp 84; AC 17

Wraith: hp 60; AC 17

Shadow: hp 36; AC 15

Spectre: hp 84; AC 17

Greater Shadow: hp 108; AC 16

Tactics: If the PCs flee, any undead arisen will follow them out of the room. However, new undead will not appear. If the PCs flee and then return, undead that have not yet arisen



will begin to do so at the point where they left off.

Smart PCs will learn to run through this room, “triggering” only one undead, slaying it, and then moving on.

Development: If the PCs lead the undead into area 219, the spirits will be affected by the *magic missile* trap there just as much as the PCs. It’s a risky strategy for the PCs, but *magic missile* damage is easier to heal than ability score damage or energy drain.

REVISIT (EL VARIES)

If the PCs slay all of the undead here, within 48 hours the room will “reset” with a new batch of undead just as before.

Connections: This chamber connects to areas 215, 218, and 219.

See the Map of Level 7.

217. EULALAI, FORTUNE’S FAVORED

Summary: A halfling adventurer trapped in the dungeon for a long time rummages through the goods in this room.

Sights and Sounds: This room is dimly lit by a single candle which goes out as soon as the PCs enter. Those attempting Listen checks (DC 18) can hear Eulalai searching this room.

You see a long hallway with a series of small antechambers on the western side, each lightly furnished with a few tables, boxes, or bureaus. The room is lit by a flickering flame which disappears immediately.

Inhabitant: A female halfling sorcerer named Eulalai Pujalt hides in this room. She was searching it, but as soon as the PCs came in she blew out her candle and hid. The PCs will need to oppose her check (+9) with a Spot check to see her.

Eulalai recently escaped imprisonment in area 222. She was there for many years and has suffered for it, having lost a few levels. She has no equipment other than a broken table leg she’s wielding as a club and a stub of a candle. Eulalai was once blessed by a halfling goddess. She now no longer ages, and her ability scores are impressive. The only physical manifestation of this fact is that her hair is silver (not silver-colored, but literally fine metallic silver threads). She is very comely with glistening green eyes and an almond shaped face. She is also

extremely lucky, even by halfling standards (although her luck’s not foolproof--she has been imprisoned by demons).

Eulalai Pujalt

Female Halfling
(Chaotic Neutral)

Sorcerer 7 CR 7

Init +2 **Speed** 20 feet
AC 19, touch 15, flat-footed 15

HD 7d4+28 **hp** 45

Languages Common, Halfling, Dwarven

BAB/Grapple +3/-2

Attack +3 melee (1d4-1, club)

Fort +9 **Ref** +7 **Will** +7

Str 9, **Dex** 18, **Con** 18, **Int** 13, **Wis** 12, **Cha** 18

Crucial Feats N/A

Other Feats Alertness, Craft Wand, Great Fortitude, Scribe Scroll

Crucial Skills Climb +2, Concentration +9, Hide +9, Jump -5, Listen +5, Move Silently +9, Spellcraft +6, Spot +3

Other Skills Knowledge (Arcana) +6

Spells 6/7/7/5, +2 melee touch, +5 ranged touch

3rd--*gaol* (DC 17), *lightning bolt* (DC 17)

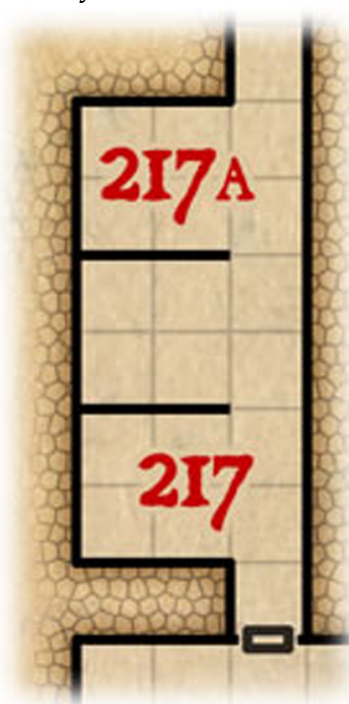
2nd--*arcane lock*, *web* (DC 16), *whispering wind*

1st--*hypnotism* (DC 15), *jump* (DC 15), *mage armor*, *reduce person* (DC 15), *summon monster I*
0--*acid splash*, *daze* (DC 14), *ghost sound* (DC 14), *message*, *prestidigitation*, *ray of frost*, *read magic*

Possessions Club.

Tactics: Eulalai currently has *mage armor* cast (and this is figured into her AC). She hides at first, but if the PCs look like they might be friendly, she reveals herself. Of course, after being fooled so many times on this level, the PCs may be hesitant to trust. If they actually attack her, she use *gaol* and *lightning bolt* to slow them down as much as possible and then flee.

Eulalai as Ally: Eulalai could be a very valuable ally. She knows where the buttons are in area 221 to deactivate the traps in area



219. She knows how to move area 184, and about the teleporter in area 200. She was a friend of Serrestique and is actually on Level 7 looking for an entity called the Vraedix which has the key to her freedom (area 139 has more information). Eulalai knows that Serrestique is on Level 5, imprisoned by evil mages that dwell there. Of course, her information is out of date. The mages are gone, but her friend is still there. She knows much about Level 1-7, actually, but her information is all very out of date, so she knows nothing of the Venom Cult, for example.

She will work with the PCs, assuming that they agree to help find the Vraedix (whatever it is) and free Serrestique. Eulalai's not particularly altruistic, but she's fiercely loyal. And she's eager to get revenge on the demons. Of her friend, Eulalai will explain that the two of them explored some of the dungeon together, but Serrestique's fascination with the Mages Four and her interest in actually living in the dungeon resulted in the two of them eventually parting company. When Eulalai discovered that Serrestique was imprisoned, she came here to help. If given the chance, Eulalai will eventually show her gratitude in making the PCs some scrolls and even a wand made to order. But that would likely happen much later on.

The DM should make a point to show, in small ways, how lucky Eulalai is. When she makes her saves, describe it as some incredible coincidence (she happens to duck at just the right time, a stone falls from the ceiling and gives her a half second of needed cover, etc.). You may even want to fudge some roles just to get the point across.



Eulalai as PC: If a replacement PC is needed, Eulalai makes an obvious choice. Her really good stats threaten to make her slightly overpowered, but her lack of gear probably makes it all even. You should probably forget about the uncanny luck aspect of her character, except as flavor.

Treasure: PCs searching the side rooms find shelves of miscellaneous (and mostly uninteresting) odds and ends: empty jars, baskets, and bottles, a broken padlock, a bowl of used tindertwigs, some empty burlap bags, a few old belts, and a chess set missing about half the pieces. However, in a locked

cabinet (DC 22 to open), PCs will find a +1 *evil outsider bane shortsword*, 2 *evil outsider slaying arrows*, and a *greater slaying arrow* keyed to chaotic outsiders.

Development: If Coveth from area 193 is here, she will claim the arrows and shortsword as her own (and she's telling

the truth). It's probably worth noting that Coveth and Eulalai will not get along at all.

Background: It was Eulalai who defeated the medusa and girallon long ago in area 84.

Connections: This chamber connects to area 213 and area 218.

See the Map of Level 7.

New Spell

Gaol

Abjuration

Level: Sor/Wiz 3

Components: V, S

Casting Time: 1 standard action

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

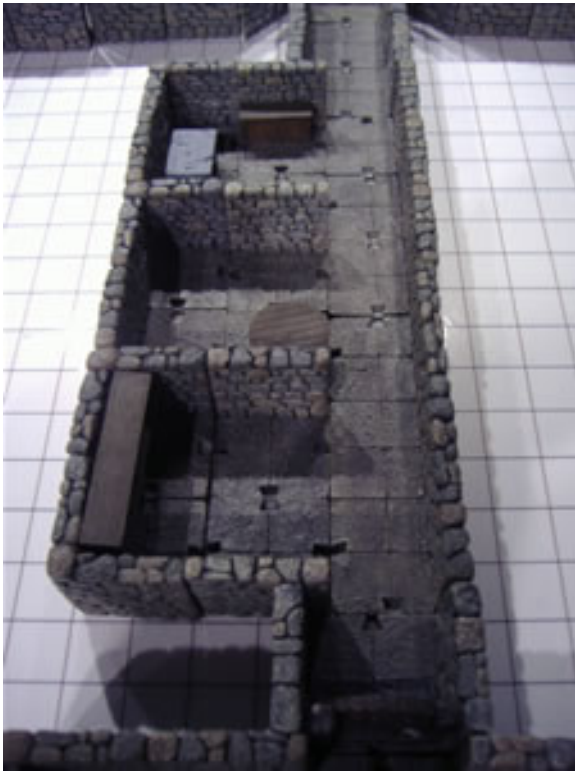
Target: One creature, size Small, Medium, or Large

Duration: Permanent

Saving Throw: Reflex negates

Spell Resistance: Yes

You conjure iron manacles that bind a creature to a nearby wall or floor. The target must be touching or adjacent to a solid surface (a wall or floor). If the target successfully saves, the chains and restraints still appear affixed to the wall or floor, but empty. The victim has one of their limbs of your choosing held fast. Creatures without limbs (like a cloaker) or with a malleable form (like a mimic) are immune. Creatures with more than 4 limbs suffer a -2 penalty to their save. The manacles have a hardness of 10, 10 hit points, and a Break DC of 26.



218. SOUL STORAGE

Summary: Some souls are magically trapped here, and if the PCs are not careful and/or creative, theirs might be as well.

Sights and Sounds: This chamber is dark and quiet.

The walls here still retain patches of yellowed plaster, but for the most part are bare stone like the floor. A few lengths of chain dangle from the ceiling. This hourglass-shaped chamber is otherwise empty except for a few scattered bones and skulls, most of which lie on the eastern half of the room. A glass window takes up most of the eastern wall. It seems to peer into a hazy place of shadow and fog.

The Glass: The glass is not a window at all, but a storage container for souls. It contains a few dozen souls of people that the demons have placed here. It has a strong aura of necromancy.

There is no way to communicate with the souls trapped within. None are entirely good, although a few aren't entirely evil, either.

Anyone touching the glass immediately freezes, as though affected by a *hold person* spell (no save) for 1d6 rounds. During this time, a strange thing occurs within the character's mind. From the character's point of view, he has teleported to a different area of the dungeon where he must overcome a challenge. The problem is, the challenge is ill-suited to him. He believes that if he doesn't overcome the challenge, he will die. The DM should choose a challenge appropriate (which is to say, inappropriate) for the character:

1. The character finds himself in a locked room. The only possessions he has are a set of lockpicks. The temperature in the room is quickly dropping, and so the character knows he only has a couple of minutes at most before he freezes to death. He's got to get out of this room. The door is a sturdy, locked wooden door (Hardness 5, 20 hit points, Break DC 25, Open Locks DC 20). This might be appropriate for clerics, fighters, barbarians, paladins, etc. although a wizard without a *knock* spell might also be quite challenged, although one powerful spell will destroy it.

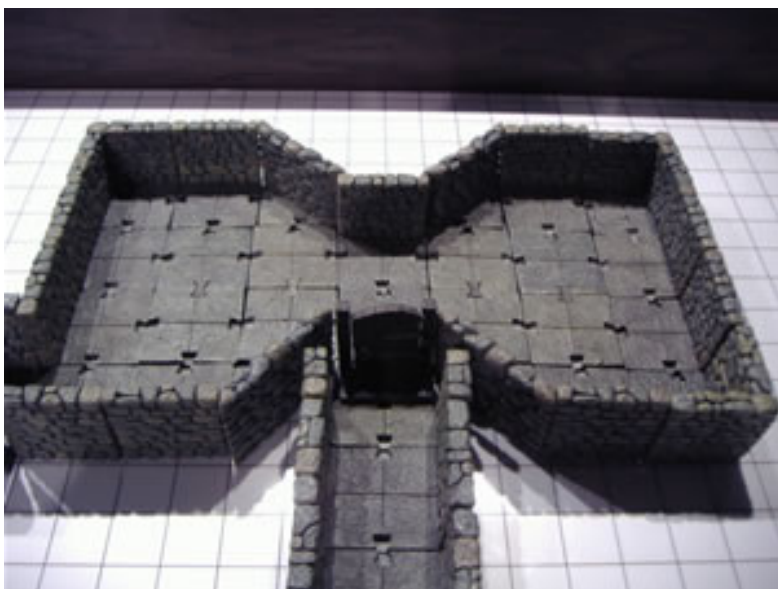
2. The character finds himself in a room with a single exit. The exit is guarded by an

attractive member of the opposite sex. The character has no equipment. The guard says that the character is due for execution at sunrise, and that's just a few minutes away. Any attempt at physically overpowering or harming the guard fails. The character's got to charm, trick or otherwise talk his way past (Diplomacy or Bluff DC 20). This would be appropriate for wizards, fighters, and just about anyone with a poor charisma.

3. The character finds himself in a room with no exit. In the room is a hungry ogre with 30 hit points. The character has none of his normal equipment, and instead is wearing full plate wielding a dwarven waraxe. He's got to overcome the ogre or become dinner. This would be appropriate for wizards, sorcerers, bards, or rogues—anyone ill prepared to fight in armor with a sword.

Although the character does not have all of his equipment, he has all of his normal capabilities. Spells or other resources used are truly expended in this encounter, even though the entire thing actually takes place in the PC's mind.





after which you can consider the character dead.

A character that is successful in his challenge not only returns to his normal, fully functioning body after 1d6 rounds of actual time but can free a trapped soul of his choosing. If this soul is a PC, the chosen character returns to normal. If it's a random soul stored here, it goes on to its proper, final rest.

A character touching the glass a second time suffers no effects.

Breaking the glass destroys the souls of about half those contained within, but frees the other half.

Connections: This chamber connects to area 216 and area 217.

See the Map of Level 7.

219. DANGEROUS INTERSECTION (EL 7)

Summary: A complex series of diabolical traps make this passage a difficult one.

Sights and Sounds: The hall is dark and quiet.

The passage forms a T-intersection here. The ceiling is 18 feet high, and arched. The north wall bears a mural of a fiendish-looking wizard in black robes, with red flesh, horns, and a tail.

Traps: Anyone coming from the south into this passageway activates a flurry of *magic missiles*. Every creature in the corridor (including the east and west section) is struck by 3 *magic missiles* projected from the mural, every round. To disable this trap, one must reach the mural.

Continuous Magic Missile Trap: CR 5; Proximity trigger; automatic reset; 3d4+3 damage automatically, each round, no save; Search DC 29; Disable Device DC 29.

The entirety of the east-west passageway--its entire 30 foot length--is a trap, where magical energy catches objects and holds them fast, like a powerful adhesive. Because it's magical, it works through substances like leather, so a character held at his feet can't just slip out of his boots. Even if a creature makes their save or breaks free using strength, they must immediately make another save if they move to a different spot in the hall. And remember, they'll be peppered with *magic missiles* each round they are stuck. Obviously, flying over this trap or climbing along the wall bypasses it.

Sticky Energy Trap: CR 2; magical; touch trigger; automatic reset; Reflex save DC 17 to avoid being held in place (Strength check DC 16 to break free); Search DC 21; Disable Device DC 25.

And it gets worse. If either of these traps is disabled in any way other than the panel of buttons in area 221, the entire three way-corridor drops as a massive trapdoor hinged





along the north wall. The pit below is 50 feet deep. If the sticky trap is still active, those caught in it are still stuck to the “floor” which would then be flush with the north wall, dangling above the drop. If the magic missile trap still functions, creatures in the pit are still struck by missiles each round. This trap only springs if one of the others is disabled.

T-Shaped Pit Trap: CR 4; mechanical, touch trigger; manual reset; DC 25 Reflex save avoids; 50 ft. deep (5d6, fall); Search DC 20; Disable Device DC 20.

Development: The demons have a means of deactivating all of these traps in area 221. And of course, many of the level’s inhabitants can just teleport past it.

Upping the Ante (EL 8): The sticky energy trap draws characters with great force, affecting anyone within 20 feet, including those flying or hanging onto the wall. Those failing a Strength check (DC 15) are pulled onto the floor. Prying oneself loose from this trap requires a Strength check (DC 20).

Connections: This chamber connects to areas 216, 220, and 221.

See the Map of Level 7.

220. OOZING STATUE

Summary: This chamber is a shrine to the true lord of this level, offering gifts to his faithful and death to all others. You will need the Deadly Archway Illustration handout and the Symbol of Rivenyk Illustration handout (see Appendix C).

Sights and Sounds: This chamber is dark (even if light is brought here, it shines only half as strong as normal—even magical light). Everywhere in the chamber, one can hear strange whispering.

This shadowy chamber seems to have a succession of archways through which you can just barely see a large statue of a brooding, funereal figure in a hooded robe, seated upon a great throne-like chair. The floor is a mixture of tiles of white and black marble, both veined in red. Along the north wall, you see a stone bier carved with elaborate imagery, above which, carved into the stone wall itself, is a large symbol. Against the south wall appears to be a sarcophagus, also graven with a

myriad of images. A strange whispering seems to warn you, and yet beckon you forward.

The Bier: The bier’s engravings show people (usually young women) being visited by a mysterious dark figure. The people are always alone, in the woods, in their bedchambers, in a cave, in an alleyway, etc. The people appear both startled and intrigued. The symbol above the bier is that of Rivenyk. Show the PCs the Rivenyk Symbol Illustration handout.

The Sarcophagus: The engravings are similar to those on the bier, with one difference. At each meeting, there is another figure, watching from the shadows. Inside the sarcophagus lie the remains of a tiefling priest of Rivenyk named Thamsis. Aside from rotten rags, the skeletal figure wears a bracelet with deep blue lapis lazuli (worth 500 gp), and an amulet of silver and pieces of white jade with Rivenyk’s symbol (worth 140 gp). A Search check (DC 20) on the amulet reveals the numbers 5, 9, and



6 etched into the amulet. If the buttons corresponding to these three numbers are pressed in order on the panel in area 221, it activates the teleporter in that chamber.

However, anyone removing them from the figure must make a Will save (DC 19) or one random curse icon from area 213 will appear in his possession as well 1d4 minutes later (even if the icon is in the possession of another creature or was destroyed).

Hidden in a secret compartment under a false bottom (Search DC 20) are three scrolls of one spell each: *mass cure light wounds*, *spell resistance*, and *true seeing*.

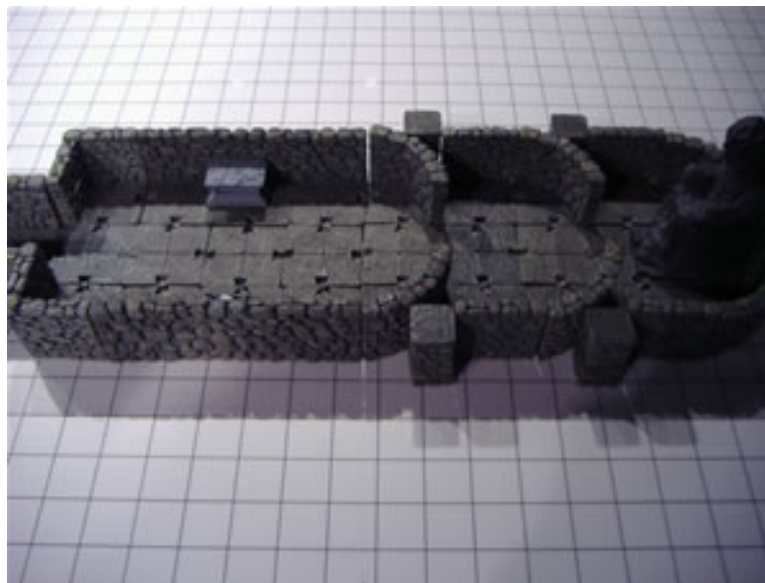
The Archways: Each of the curved walls that separate this long chamber into different areas has an archway allowing passage through it. On the eastern side of each, stone figures of armored warriors with axes are worked into the archway. Show the players the Deadly Archway Illustration handout. These warriors animate momentarily as a figure passes through, attacking. Then they return to normal. Each figure can attack once per round and can reach anyone in the arch, so if one character passes through, she is attacked twice, but if a larger group goes through at once, only two (chosen randomly) are attacked. The arches do not attack demons or worshippers of Rivenyk.

Axe-Warrior Trapped Archways (2): CR 6; mechanical; location trigger; automatic reset; Atk +20 melee (1d12+8, 2 greataxes); Search DC 24; Disable Device DC 25.

The Whispers: Only after passing through both archways can the PCs make out the whispering. Unless they are worshippers of

Rivenyk, it says, "Get out or face the wrath of darkness incarnate!" (This is exactly what the evil spirit in area 28 said.) If they are worshippers, the whispers say, "Welcome to the darkness."

The Statue: The statue is of Rivenyk. In fact, his name is scrawled on the base of the statue, something that anyone searching it will find. More prominently, though, anyone close to the statue sees that it



seems to slowly secrete a clear, gelatinous substance from numerous cracks. This substance is not damaging or toxic. It has a moderate magical aura of transmutation. A Knowledge (arcana) check (DC 28) suggests that, in fact, it may have a beneficial effect if placed upon one's flesh.

The glistening jelly-like substance can indeed be placed upon a creature, in a fist-sized dollop that clings like a large, clear leech. Doing so increases one random ability

score with a +2 enhancement bonus. It also forces the character to make a Will save (DC 16) to avoid being corrupted by Rivenyk, basically becoming a chaotic evil demon-worshipper that will eventually leave or turn on the party. Treat as if dominate person has been cast upon the character. The enhancement bonus lasts for as long as the jelly remains on the character's flesh, but such a character must make a new Will save each hour. Further, a character can have more than one blob at a time (up to six, one for each score), but each additional blob adds +4 to the Will save DC. Removing the blob cancels the dominate effect and the enhancement bonus (removing the blob from an unwilling character requires a disarm-style maneuver).

There is as much gelatin on the statue as visitors wish to use--the statue continually produces more, but never so much that it begins to gather appreciably.

REVISIT (EL 7)

A hill giant is here, having come up from Level 9, with three large beads of the jelly on its face, adding a bonus to its Strength (+1 to attack and damage), Constitution (+12 hp, +1 Fort saves), and Dexterity (+1 AC and Reflex saves). It is fully under the control of Rivenyk, and it attacks immediately. It has 12 pp, 391 gp, and 445 sp in a bag.

Hill giant: hp 121 (if the traps are still active, it has been wounded by them and is at 98 hp currently).

Connections: This room connects to area 219. See the Map of Level 7.

221. EMPTY ROOM OF INTERESTING THINGS

Summary: This “empty” room has a variety of things of interest.

Sights and Sounds: This room is dark and quiet.



This long chamber has a low ceiling with a pair of hooks that may have once held chandeliers, but no longer do. The air is dry and stale. The walls are covered in broken and cracked plaster, and the floor is mortared brick, quite uneven in places. Near the eastern door, the wall has a copper panel bearing a number of copper buttons. Also in the eastern half of the room, a large cedar cabinet rests on the floor. You also see two tables in the western half of the room, one covered with various objects and the other holding some books. In the northwest corner there is a low, round platform of black stone on the floor. It is approximately 10 feet across.

The Panel: There are 10 buttons on the panel, numbered in Draconic (this whole room was fashioned by the Mages Four, not the demons). The panel has a moderate aura of transmutation magic. Anyone successful

in a Knowledge (arcana) check can identify certain things about the panel:

DC 15: You have to push more than one button to do anything.

DC 18: The panel has more than one function.

DC 22: You have to push three buttons in order for any of the panel’s functions to work.

Anyone making a Search check (DC 22) can determine that the 7 button has been pushed more than any other, and that the 3 button has been pushed the least.

The panel has the following functions:

Buttons

771 Deactivates traps in area 219 (Code found in the bookcase in this room)

596 Activates teleporter in northwest corner. (Code found in area 220)

872 Lowers the cage in area 222 (Code found in area 213)

647 Lowers the forcefield in area 226 (Code found in area 226)

914 Deactivates the magical affect in area 228 (Code found in area 226)

425 Blasts sonic energy (12d6, DC 22 Reflex save for half) in every chamber on this level other than this one. (Code found nowhere. Only a divination spell or perhaps long research in ancient tomes could produce this.) This functions only one time.

Cabinet: This cabinet is locked (Open Locks DC 24). It contains a flask of acid labeled

“alchemist fire” and a flask of alchemist fire labeled “acid.” A Craft (alchemy) check (DC 15) will recognize the mislabeling. It also includes a flask of antitoxin correctly labeled and another labeled “poison” filled with an ingestive poison (DC 20, 1d3 Con/1d6 Con damage). These are labeled correctly.

The North Table: This table is covered in odds and ends. Items on the table include:

The skeleton of a three headed, six-winged bird preserved in a brass cage, worth 80 gp to a collector of oddities.

Petrified armadillo-like creature, with a jewel in its forehead. The gem is worth 100 gp, and the whole thing is worth 120 gp.

A bottle labeled, in Drow, “Niushaylis,” which means “The Risk.” The bottle contains a dark brown liquor with a small creature swimming around in it that looks a little like a tiny moray eel. The drow use this liquor as part of a drinking game, for anyone who gets the creature poured into their glass must drink it down, suffering 1d4 points of Constitution damage (Fort save DC 18 for half damage). The liquor is worth 65 gp.

A flute-like reed instrument made entirely of glass worth 40 gp.

The South Table: This table has mostly books, stacked on their sides as if on a bookshelf, with two knickknacks serving as bookends. Item on the table include:

A triptych frame holding three painted images of a cat with transparent skin.

A book in an unknown language that can only be read using magic. If such magic is used, it is entitled Gray’s Sports Almanac

1950-2000 and appears to be filled with meaningless sets of numbers associated with random words, some of which are nonsensical (and may be names). Worth 1 gp.

A book about black magic worth 10 gp. A note stuck in the book reads in Abyssal, "Press 7, 7, 1 to deactivate traps." If the buttons corresponding to those numbers are pressed in order on the panel, the traps in area 219 deactivate for 1 hour.



Volumes 1, 2, and 5 of a six-volume set of illustrated reference works on botany, written in Common. Anyone making a Knowledge (nature) check (DC 15) can confirm that none of the plants described exist. (At least, not on this world...) Worth 1 gp each.

Sixteen assorted books on necromancy. Some are in Common, others Draconic, one is in Elvish, and two are in Abyssal.

A statuette made of frosted glass depicting a barbed devil. However, the head has been broken off and lies next to it. It is worthless now, and worth 15 gp if repaired.

The Platform: The black stone platform is permanently affixed to the floor. It is a teleporter, linked to the similar platform in area 214. Unlike that platform, however, it must be activated before it can be used. To activate it, one must use the buttons on the panel. Once activated, stepping on this platform instantly transports a character to the other platform. Likewise, anyone stepping onto that platform come here. Those coming from that platform to here must get off this platform after one round or they will be sent back to area 214. The platform remains active for 24 hours and then automatically deactivates.

The Southwest Door: This oak door has three inset ivory panels carved with images of galloping horses. Each is worth 90 gp if pried loose (taking about a minute each--any faster and the panel breaks and is ruined).

Connections: This chamber connects to area 219 and area 222.

See the Map of Level 7.

222. THE PLAYROOM (EL 7)

Summary: Another torture chamber. The demons really enjoy inflicting pain.

Sights and Sounds: This room is dimly lit by a pair of torches burning in freestanding iron sconces. Those attempting Listen checks (DC 15) can hear the demon moving around in the room. No one needs to make a check to hear the victim screaming.

This room stinks of sweat and fear. You come in as a terrible horned demon steps back from a table, his gruesome work complete. A chained man lies dead on the bloody table, and it appears as though his death was a slow and grisly one. The demon looks up, startled.

The ceiling here is at least 40 feet high. In a deep northern alcove, an iron cage hangs suspended high above the floor.

Inhabitant: The brute demon here has been so preoccupied in his work that he is almost certainly surprised by the PCs. Once he can, he fights to the death. The victim dies as soon as the PCs arrive. There's no way to save him (without some kind of resurrection magic).

Brute demon: hp 80

The Cage: The cage is five feet tall and three feet wide, suspended 35 feet above the floor by a heavy chain that disappears into the ceiling. To lower it, one must use the buttons on the panel in area 221. If this happens, the chain





extends down to the floor and the cage can be accessed. It is locked (Open Locks DC 28), but the key is here, hidden under the table with the now-dead torture victim (Search DC 23 to find). In the cage is another corpse wearing a ring of regeneration that has its magical aura permanently masked so that it has none. However, its nature becomes apparent to anyone that puts it on. Otherwise, it would be mistaken for a white gold ring worth 100 gp.

If the cage is not lowered, climbing up to it is difficult (DC 28 climb check) for the walls are both smooth and crumbling.

Treasure: The demon wears a bracer of gold bands threaded together (150 gp).

Background: Eulalai (area 217) recently escaped imprisonment from this chamber. She was here for many years and has suffered for it, having lost a few levels.

Development: Sounds of combat here will alert Crasien in area 225, who is likely to go alert the half-demons in area 224.

Connections: This chamber connects to areas 221, 223, and 228.

See the Map of Level 7.

Brute Demon (Chaotic Evil)

Large Outsider (Chaotic, Extraplanar, Evil)

CR 6 HD 6d8+48 hp 75

Init +0 Speed 30 feet

AC 21, touch 9, flat-footed 21

BAB/Grapple +6/+19

Attack +14 melee (1d8+9, slam)

Full Attack +14 melee (1d8+9, two slams)

Space/Reach 10 feet/10 feet

SA Spell-like ability: Desecrate 1/day

SQ Damage Reduction 5/cold iron or good, darkvision 60 feet, immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, spell resistance 15

Fort +13 Ref +5 Will +7

Str 28, Dex 11, Con 26, Int 4, Wis 9, Cha 6

Crucial Feats Cleave, Power Attack

Other Feats Iron Will

Crucial Skills Climb +16, Jump +16, Listen +8, Spot +8

Other Skills Knowledge (the planes) +6



Brute demons are among the simplest and most basic demons. They are employed by more powerful demons as guards and soldiers. They are lazy (they like to sleep, even though they do not need to), and given to vices like overeating, alcohol, and lust.

Unlike most demons, they cannot speak telepathically (they can speak a little Abyssal verbally) and have almost no magical abilities. They don't even summon other demons.

Combat: In combat brute demons are true to their name and simply move into melee swinging. They do not employ tactics of any kind and can follow only the simplest of orders (and even then sometimes fail to do so). They have no skill with weapons or armor and just pummel with their fists.

Spell-like abilities (Sp): 1/day--*desecrate*. Caster Level 6th.

223. CRASIEN'S WORKSHOP

Summary: This is the workshop of a tiefling wizard.

Sights and Sounds: This room is quiet and dark.

This room appears to be a tidy workshop. Bookshelves line the northern wall and a shelf full of various jars, bottles, and ingredients is in the west. A table in the middle of the room holds a few objects, while boxes, sacks, and barrels line the other walls. It smells vaguely of ammonia here.

Bookshelves: The books on the shelves are all mundane texts on all variety of subjects, but none are worth particularly much.

Ingredients Shelf: Anyone succeeding at a Craft (alchemy) check can identify about 500 gp worth of valuable and easily portable alchemical ingredients and instruments here.

Table: Aside from some mundane items, such as a bag of miscellaneous seeds and a folded up green and gold cloak, PCs can find a broken sword in a wood and bone case with the label, "Broken off in the heart of the dragon, Adderbrisk." A Knowledge (history) check (DC 21) suggests that the sword is probably quite valuable, as

Adderbrisk was a powerful white dragon that menaced the distant northlands for centuries before being slain by a knight named Sir Carventis. A Knowledge (arcana) check (DC 18) confirms that the sword was once magical, but has forever lost its abilities. Still, it is worth 300 gp just for historical value.

Other Containers: PCs can find blank vellum and ink for making scrolls, empty vials for potions, and other materials and equipment suitable for crafting magic items. None of it is particularly valuable, however.

Secret Cache: Under the table, a loose stone in the floor (Search DC 27 to find) conceals a small cache that holds a bag of powdered emerald (150 gp), a golden (not yet magical) wand (90 gp), and a jar of preserved medusa eyes (200 gp). A Knowledge (arcana) check suggests that these are all useful in creating or becoming various magic items.

Development: Sounds of disturbance or activity here will alert Crasien in area 225, who is likely to go alert the half-demons in area 224. Then the three of them will come to attack the intruders together.

If Crasien heard sounds of combat in area 222, he probably went to get his guards and--if there is time--gathered to fight off intruders in this room.

REVISIT

If Crasien is still alive, when the PCs return he is here, alone, working. If he and his guards are dead, however, when the PCs come back to this room they will find a succubus in



her natural form rooting through the room, looking for anything of value. She will likely teleport away immediately rather than fight, possibly to area 235, but perhaps to area 210.

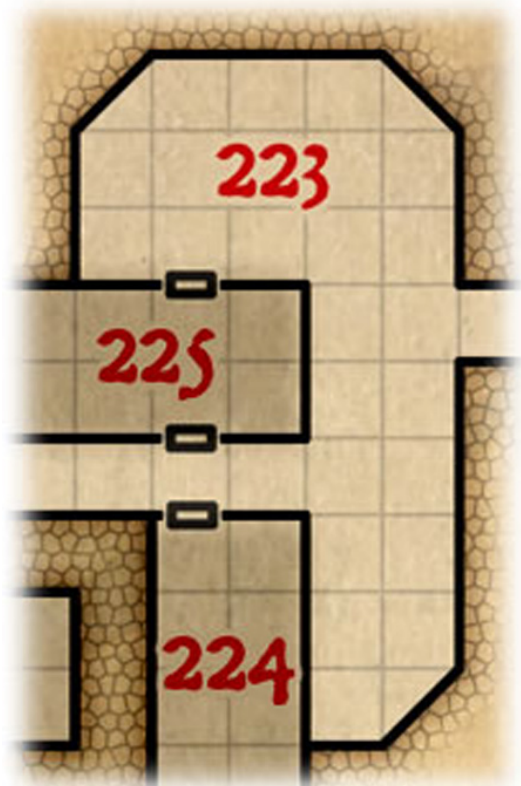
Connections: This chamber connects to areas 222, 224, 225, and 226.

See the Map of Level 7.

224. GUARDS (EL 8)

Summary: A trio of mortals with demon blood live here. Two are present. You will need the Half-Fiend Guards Illustration handout (see Appendix C).

Sights and Sounds: A few candles dimly light this room. Those attempting Listen



checks at the door (DC 22) can hear the inhabitants quietly talking inside, assuming they are still within.



Three crude sleeping pallets of woven fibers lay on the floor, along with some food, a few leather bags, and other bits of personal gear.

Inhabitants: A half-fiend monk named Jand and a half-demon ogre fighter named Rillat dwell here. These two get along very well. Jand has long brown hair

and tiny red horns. Her wings are red as well, while her smooth flesh has a faint blue tinge. Rillat is a hulking brute with gray horns and black wings. His flesh is red and leathery. Show the players the Half-Fiend Guards Illustration handout.

Jand

Female Human Half-Demon (Neutral Evil)

Monk 4 CR 5

Init +2 **Speed** 40 feet, Fly 40 feet (Average)

HD 4d8+4 **hp** 23

AC 17, touch 16, flat-footed 15

Languages Abyssal, Common, Orc, Celestial, Ettin, Halfling, Draconic, Goblin

Attack +7 melee (1d8+3, unarmed strike)

Full Attack +7 melee (1d8+3, unarmed strike) and +4 melee (1d6+3, bite) or +6 melee (1d4+1, 2 claws) and +4 melee (1d6+3, bite)

BAB/Grapple +3/+10

SA flurry of blows, smite good (+4 damage against a good foe 1/day), and spell-like abilities: 1/day--desecrate (DC 18); 3/day--darkness (CL 4)

SQ darkvision 60 feet, immunity to poison, resistance acid 10, cold 10, electricity 10 and fire 10, damage reduction 5/magic, spell resistance 14, evasion, ki strike, slow fall (20 feet), and still mind (+2 vs. enchantment)

Fort +5 **Ref** +6 **Will** +8

Str 17, **Dex** 15, **Con** 12, **Int** 18, **Wis** 18, **Cha** 16

Crucial Feats Combat Reflexes, Improved Grapple

Other Feats Acrobatic, Improved Unarmed Strike, Multiattack, Weapon Focus (unarmed strike)

Crucial Skills Concentration +6, Diplomacy +11, Hide +7, Jump +16, Listen +9, Move Silently +5, Sense Motive +11, Spot +5, Tumble +12.

Other Skills Knowledge (the Planes) +7, Search +5, Survival +7

Possessions +2 gloves of Dexterity, potion of tongues, 14 gp, 13 sp.

Rillat

Male Ogre Half-Demon (Chaotic Evil)

Fighter 2 CR7

Init +3 **Speed** 40 feet, Fly 40 feet (Average)

AC 22, touch 12, flat-footed 19

HD 4d8+2d10+30 **hp** 60

Languages Common, Giant, Dwarven

BAB/Grapple +5/+19

Attack +15 melee (1d6+10, claw)

Full Attack +15 melee (1d6+10, 2 claws) and +9 melee (1d8+10, bite)

SA Smite good (+6 damage against a good foe 1/day) and spell-like abilities: 1/day - *unholy blight* (DC 10), *desecrate*; 3/day--darkness (CL 6)

SQ low-light and darkvision 60 feet, immunity to poison, resistance acid 10, cold 10, electricity 10 and fire 10, damage reduction 5/magic and spell resistance 16

Fort +12 **Ref** +4 **Will** +2

Str 30, **Dex** 17, **Con** 21, **Int** 13, **Wis** 13, **Cha** 7

Crucial Feats Combat Expertise, Combat Reflexes, Improved Sunder, Power Attack



Other Feats Weapon Focus (claw)

Skills Climb +18, Escape Artist +7, Hide +3, Intimidate +3, Listen +8, Spot +8, Swim +16, Tumble +7

Other Skills Heal +5

Possessions +2 studded leather armor, *potion of water breathing*, 82 gp.

Tactics: These two work well together. Both are also quite intelligent. Jand avoids flurry of blows so that her attacks are more likely to hit. Rillat doesn't use his *unholy blight* power unless there are no other options. He would rather charge into battle, using Power Attack for 3 points.

Development: If called by Crasien in area 223 or area 225, these two come immediately, arriving in just two rounds. It's also possible that Crasien will come here himself and get these two.

Treasure: The half-demons' food and personal gear is here, although little is notable (and none is palatable). In one bag, however, a searcher will find a glass bottle that contains 10 tindertwigs and 2 sunrods.

Background: These demons serve Crasien mainly because he pays them well in magic items.

Connections:

This chamber connects to areas 223, 225, and 226.

See the Map of Level 7.



225. DEMONIC MAGE (EL 7)

Summary: A dangerous tiefling mage dwells here. You will need the Crasien's Journal handout (see Appendix C).

Sights and Sounds: This room is dimly lit by a few candles. Those attempting Listen checks at the door (DC 25) can hear the wizard moving around a bit.

This bedchamber has two large beds with sumptuous bedding and multiple pillows. A table covered in dishes and food, surrounded by stools, can be seen in the western end of the room. A few open books lie amid the remains of a meal of roast beef, potatoes, and bread. You see two empty wine bottles as well. Framed paintings hang on the wall, depicting otherworldly and vaguely sinister scenes. A wooden coatrack stands by the north door, with a few cloaks upon it.

Inhabitants: Crasien, the tiefling wizard lives here with his bat familiar, Vedbig. Crasien had a partner, Urlaphasta, but she died recently after insulting the babau in area 227. Now Crasien plots against this supposed ally. Crasien has dark blue skin, small yellow horns, and a long, thin tail.

Crasien

Wizard 7 CR 7

Male Tiefling (Neutral Evil)

Medium Outsider (Native)

Init +2 Speed 30 feet

HD 7d4+7 hp 30

AC 16, touch 12, flat-footed 14

Languages Common, Infernal, Halfling, Orc, Gnome, Elven, Draconic

BAB/Grapple +3/+3

Attack +3 melee (1d6, quarterstaff)

SA spell-like abilities 1/day - darkness (CL 7)

SQ darkvision 60 ft., resistance cold 5 and electricity 5 and fire 5

Fort +3 Ref +4 Will +6

Str 11, Dex 14, Con 13, Int 20, Wis 12, Cha 8

Crucial Feats Spell Penetration

Other Feats Brew Potion, Craft Magic Arms and Armor, Craft Wand, Craft Wondrous Item, Scribe Scroll

Crucial Skills Bluff +4, Concentration +10, Hide +7, Spot +4.

Other Skills Craft (alchemy) +9, Decipher Script +15, Knowledge (Arcana) +15, Spellcraft +16

Spells CL 7, +3 melee touch, +5 ranged touch

4th--dimension door, stoneskin (DC 19)

3rd--displacement, fly, lightning bolt (DC 18)

2nd--hypnotic pattern (DC 17), resist energy (DC 17), summon monster II, whispering wind

1st--mage armor, magic missile, shield, sleep (DC 16), ventriloquism (2) (DC 16)

0--disrupt undead, light, mending (DC 15), ray of frost

Possessions Quarterstaff, wand of summon monster II (40 charges), wand of magic missile (CL 7, 35 charges), *potions of protection from energy (cold)*, *levitate*, and *cure serious wounds*, scroll of dimension door, 10 pp, 16 gp, cloak clasp with black jet (250 gp), key to the chest in area 228.

Vedbig, Crasien's bat familiar: hp 15

Tactics: Crasien already has mage armor cast (and it is figured into his stats). His first order of business if he becomes aware of intruders is to contact the half-fiends in area 224 either directly or by *whispering wind*. If he knows trouble is near, he casts *stoneskin* and *shield* (giving him AC 20), and *displacement* if there's time (otherwise, it's the first spell he casts in combat). He's quick to use *dimension door* to get out of trouble, or just to grant himself a breather while he casts defensive spells (if caught off guard) or heal (if wounded). He's not brave, but he is vindictive, so he's likely to attempt to flee if endangered, but to return later to get revenge. He prefers Vedbig to stay out of combat, using him as a spy or scout rather than a fighter.

Coatrack: One of the cloaks is made entirely of feathers. It is fragile, but worth 85 gp.



Treasure: There are two books of particular interest here, resting on the table. The first is Crasien's journal. Because of the difficulties involved in reading it, you may require the PCs to make Decipher Script checks (DC 20) and to spend many hours studying it before you show the players the Crasien's Journal handout. The second is his spellbook. It contains the following spells:

0--*acid splash, arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mending, mage hand, message, open/close, prestidigitation, ray of frost, read magic, resistance, touch of fatigue*

1st--*color spray, disguise self, hypnotism, jump, mage armor, magic missile, mount, obscuring mist, shield, sleep, summon monster I, ventriloquism*

2nd--*bull's strength, glitterdust, hypnotic pattern, invisibility, levitate, resist energy, summon monster II, whispering wind*

3rd--*deep slumber, displacement, fly, halt undead, lightning bolt, protection from energy*

4th--*dimension door, stoneskin*

Development: If Crasien hears suspicious noises in area 222 or 223, he will go to area 224 to get the half-fiends and prepare for battle.

Upping the Ante (EL 8): Give Crasien an innate +2 deflection bonus to AC and +30 hit points due to his demonic nature.

Connections: This chamber connects to areas 223, 224, and 226.

See the Map of Level 7.

226: ANOTHER ENTRY ROOM (EL 4)

Summary: Cut off from the rest of the level by a force field, this chamber has a staircase that goes up to Level 5.

Entry from the East: This arched entryway is blocked by a wall of force just at the point where the hallway joins the chamber. The wall can be lowered using the panel of buttons in area 221.

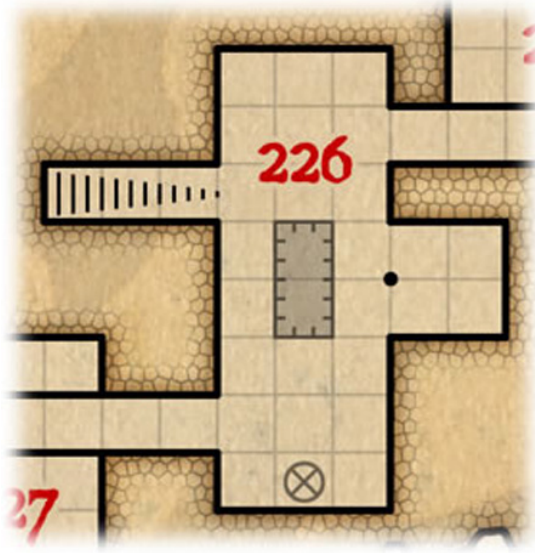
Sights and Sounds: This room is lit via torches in sconces on the walls. It is quiet.

A grand chamber with a high, vaulted ceiling, the floor of this chamber is white marble veined in black. The walls are solid blocks of black, volcanic glass, and the flickering light of the ensconced torches glistens off of them in blades of light. In the middle of the room, a wide pit yawns, the edges marked with a raised stone border enruned with odd symbols. A single pillar stands before a wide alcove in the east, partially concealing an iron throne. The south end of the chamber has a statue of a human man cast in bronze.

Two exits lead out of the room in the western wall, one, an archway of white stone that gives access to a passage; the other a wide staircase leading up.

Above the passage leading east, someone has etched into the stone in large, Common letters: "Press 647 to Open."

The Pit: The pit is 30 feet deep. The graven symbols around the edges read, in Abyssal, "All Glory to Rivenyk, Demon Prince of Darkness" If anyone falls (or is pushed, or even just climbs) down into it, flame jets positioned all around the perimeter of the bottom blast out streams of fire. This is obviously in addition to 3d6 points of falling damage inflicted if one falls into it.



Flame Jet Trap: CR 4; magic device; touch trigger; automatic reset; 5d4 fire/round to all within 20 feet of bottom of pit, DC 15 Reflex save half damage; Search DC 28; Disable Device DC 28.

The Pillar: This thick column has leaves and vines carved into its surface, although a close look reveals that they are withered. Anyone Searching (DC 30) it finds that high on the pillar, on the eastern side, are the numbers 9, 1, and 4 and the words, "Runic Pillars" in Abyssal. If the buttons corresponding to these numbers on the copper panel in area

221 are pressed in that order, the magical effect in area 228 is deactivated for an hour.

Interestingly enough, anyone actually seated on the throne will see this inscription automatically (it's the only real benefit from sitting there).

The Throne: The iron throne appears to have mechanisms incorporated into it. Even a casual observer can see gears and obvious moving parts. The throne is trapped so that if anyone not a babau sits upon it, the mechanisms cause spikes and blades to slice and stab the foolish seated figure.

Mechanical Throne Trap: CR 2; mechanical; automatic reset; 3d6 damage, DC 18 Reflex save half damage; Search DC 15; Disable Device DC 30

The Statue: The man, a handsome bearded fellow dressed like a scholar, holds a scroll and points to a specific part of it. Close examination shows that the scroll has engraved upon it a map of Level 5 that shows no secret rooms or passages, however, the figure points to where the secret door that leads to area 142. Should anyone come down from area 138, they will find themselves unable to proceed to the rest of Level 7 thanks to the wall of force, but this map may lead them to the other staircase that will allow them access.

The Stairs: These stairs lead up to area 138, where the holy sword of Baine Strongbow lies.

Development: If the PCs spend a lot of time and make a great deal of noise here, the demons in area 227 are likely to come investigate. If the wall of force is down, noise

here also alerts the inhabitants of areas 224 and 225.

REVISIT (EL 9)

When the PCs return to this chamber, if the demons in area 227 are gone, a retriever wanders about this room. This individual has been damaged, however, and so its hit points are lower than normal and it does not have its fast healing ability. Two legs are damaged, so its speed is only 30 feet. Lastly, two eyes are damaged, so it does not have access to its petrification or electricity eye rays. It is a CR 9 challenge.

If it achieves a hold on a foe with its improved grab, it tosses them into the pit.

Retriever: hp 102



Connections: This chamber connects to areas 138, 223, 224, 225, and 227.

See the Map of Level 7.



227: THE BABAU KING (EL 9)

Summary: A powerful babau demon dwells here, fancying himself king of all of his kind. You will need the Babau King Illustration handout (see Appendix C).

Sights and Sounds: This room is lit by torches in sconces in the walls. Anyone attempting a Listen check (DC 15) can hear the demons talking and moving around.

This oddly shaped chamber reeks with a sour smell. A tattered red carpet covers much of the floor and red draperies hide most of the walls. In a niche in the south part of the room, a gangly figure squats upon a throne. Its lean frame is draped in mail dripping with some kind of red slime. Its misshapen head bears a wicked crown of iron and glittering stones. Behind the throne, a horned demon of massive build glares hungrily at you. The seated figure demands in a shrill tone, "Who dares enter the royal presence unannounced and uninvited?"

Inhabitants: A demon here calling itself the babau king has shut himself off from most of his fellows (who do not accept his

title or position). Any demon that he comes upon that does not directly address him as his majesty or recognizes him as a king of demons, he attempts to slay. He has only one actual follower, a particularly large and nasty brute demon he calls "vassal."

The babau king wears a *hauberk of +2 chainmail of teleportation*. The slime that coats his skin coats the armor as well, but if he is dead it can be cleaned off with alcohol or holy water. Show the players the Babau King Illustration handout.

The Babau King: hp 81; AC 26 with his armor

Vassal, brute demon: hp 92

Tactics: A bit paranoid, the babau king keeps his *see invisibility* power going all the time. More than likely, if they are attacked, the king will *teleport* away with his vassal to area 226, and sit on his throne there, surrounding himself with darkness, while the brute demon positions himself by the pit, planning on throwing or bull rushing foes down into it. Peering out of the darkness, the king will use his *dispel magic* power to take well-buffed foes down a peg or two and then will *teleport* himself to a flanking position with the brute to get sneak attacks on foes.

Flattering the Babau King: Flattery will get you everywhere with the babau king. Obsequious characters--demon or mortal alike--who recognize the king's majesty gain mercy and an audience in which they can ask him for information and safe passage. The king knows most of the layout of Level 7, and the location of all major inhabitants, for example. He knows a little of Level 5 as well.

Treasure: The demon's crown is worth 500 gp. There are also 10 semiprecious stones (20 gp each) in the otherwise immobile throne that could be pried loose.

Bookstand: In the portion of the room that bends around to the north and then extends east, there is a painted wooden bookstand carved in the shape of a winged demon hunched over, so that a massive tome rests upon his back and wings. The book on the stand is called *Name of Evil*, volume 13. It is a magical book that grants the true name of a babau demon.

Connections: This chamber connects to area 226.

See the Map of Level 7.



New Minor Artifact

Name of Evil: This minor artifact is a set of 666 separate volumes, each containing the true name of a single demon and the knowledge to call upon that demon for aid. The set was long ago scattered across the face of the world, and very likely many of the volumes have since been destroyed. It would be extremely rare to ever find more than volume at a time. Characters spending one full, uninterrupted week studying the tome's foul secrets learn the proper means to access its power. Once, and once only, that character can speak the demon's name—a free action—and the demon will physically appear and perform one service for the character (or die trying). Fighting in one battle is a service, but so would be delivering an object, spying on a specific target (or location) and returning to report, and so forth. The book's magic is complete enough that the demon will find it difficult to twist the command he's been given unless it's extremely poorly worded. However, once the task is completed, there is a 66% chance that the demon will wish to enact revenge upon its summoner. It must wait, however, at least one year and one day to do so.

Strong Conjunction; CL 18

New Armor Special Ability

Teleportation: This armor has an additional ability that functions only if the wearer can teleport (by means of innate ability, spell, other item... it doesn't matter, as long as the wearer initiates the teleport). The ability is

that the wearer can bring one additional, willing, living creature along when it teleports, if it wishes.

Moderate Conjunction; CL 9; Craft Magic Arms and Armor, *teleport*; Price: +1 bonus

228. THE BIGGER THEY ARE, THE HARDER THEY FALL (EL 6)

Summary: This room's magical effect turns intruder's magical items and enhancements against them.

Sights and Sounds: This room is very faintly lit from the chamber below and quiet.

This chamber is low and long. Squat pillars rise up in each corner, covered in ancient runes. A staircase descends in the middle of the room, an eerie red glow and the smell of sulfur rising up from wherever it leads. A wooden chest bound in iron sits against the eastern wall.

The Anti-Magical Effect: Anyone entering this room is blasted by an electrical shock. There is no way to avoid, disable, or dispel this effect, although it can be deactivated for one hour using the buttons on the panel in area 221. The amount of damage a character suffers is based on how much magic he brings with him into the room.

First, for each magic item (including potions, scrolls, and other minor items), the character suffers one point of electrical damage.

Second, for every ongoing magical effect a character has going, he suffers 1d6 points of damage per spell level. So if a character has *bull's strength* cast upon him currently, and is under the effects of a *potion of fly*, he suffers 2d6 + 3d6 damage (total 5d6 damage + 1 point per magic item he has). Further, there is a 50% chance that each effect is dispelled (roll for each effect).

This damage reoccurs each round spent in the room, as does the possibility of dispelling effect.

Any spell cast in or into this room does not function. Instead, the energy is fed back into the caster, who suffers 1d6 points of damage per spell level.

The Chest: This chest is locked (Open Locks DC 28), and it is trapped. The lid is a specially made container filled with green slime. If one does not press the hidden button (Search DC 25 to find) on the underside, the slime is sprayed out in a 5 foot spread.

Green Slime Spray Trap: CR 4; mechanical; bypass switch (DC 25 to find); repair reset; all within 5 feet coated in green slime; Search DC 20; Disable Device DC 30.

Inside the chest are a number of potions, created by Crasien,



who has the key. He finds that this is an excellent storage place for them. While he knows how to deactivate the effect, anyone not deactivating it will suffer damage just by taking them. The potions are:

Bull's strength, Invisibility, Levitate, Displacement, Fly, Protection from Acid, Protection from Fire, Protection from Lightning, Protection from Sonic

Connections: This chamber connects to area 222 and area 229.

See the Map of Level 7.



229. THE GUARDIAN AT THE GATE (EL 8)

Summary: A half-demon troll guards the lower portion of the Sprawl from intruders. You will need the Half-Demon Warrior Illustration handout (see Appendix C).

Sights and Sounds: This cavern is dimly lit. All can hear a distant rumbling as if there is a constant earthquake in the distance as well as high pitched screeching coming from this chamber.

You see a cavern flickering with a blood-red light. What appears to be blood seeps from the walls and pools on the floor and it reeks of decay. It's like being inside a diseased organ.

The Hate Effect: The evil is stronger here than the rest of the level. This chamber and the few nearby are closest to slipping forever into the Abyss and it seethes with violence and hate. Anyone in this chamber must make a Will save (DC 15). Those failing must immediately make a melee attack or move to make a melee attack against some creature in the room. Only one save per visit is required, although leaving and coming back prompts another save. This isn't too much a problem in this chamber, with Desaak to fight (although not everyone's going to want to charge into melee with him).

Further, this room is under the effects of a *desecrate* spell.

Inhabitant: A troll born in the Abyss, Desaak is the third of the half-fiend companions under the sway of Crasien the tiefling mage

(the other two are in area 224). Unlike other half-fiends, Desaak has no wings. He is a CR 8 challenge due to his better than normal gear. Show the players the Half-Demon Warrior Illustration handout.

Desaak

Troll Half-Fiend (Chaotic Evil)

Large Outsider (Native) CR 8

Init +4 Speed 30 feet

HD 6d8+42 Hit points 69

AC 27, touch 12, flat-footed 24

Languages Abyssal

BAB/Grapple +4/+16

Attack +12 melee (3d6+13+2d6 against good, greataxe) or +11 melee (1d6+8, claw)

Full Attack +12 melee (3d6+13+2d6 against good, greataxe) and +6 melee (1d8+4, bite) or +11 melee (1d6+8, 2 claws) and +6 melee (1d8+4, bite)

SA Rend (2d6+12), smite good 1/day (+6 damage), spell-like abilities: 3/day--*darkness*. 1/day--*desecrate*, *unholy blight* (Will DC 13)

SQ Low-light and darkvision 60 feet, immunity to poison, resistance acid 10, cold 10, electricity 10 and fire 10, damage reduction 5/magic and spell resistance 16, regeneration 5 (fire and acid deal normal damage)

Fort +12, **Ref** +6, **Will** +3

Str 27, **Dex** 18, **Con** 25, **Int** 10, **Wis** 9, **Cha** 8

Crucial Feats N/A

Other Feats Alertness, Iron Will, Track

Crucial Skills Climb +12, Escape Artist +8, Hide +4, Listen +9, Move Silently +8, Spot +9, Sense Motive +3,

Other Skills Search +4, Survival +3

Possessions +1 spiked mithral plate armor, +1 unholy greataxe, 140 gp

Tactics: Although against foes clearly good and nicely grouped Desaak will unleash an *unholy blight*, he mainly just charges in and hacks with his axe, roaring the entire time. He fights to the death.

Desaak's Armor: Desaak's armor is cursed. To function, it must have at least 10 hit points worth of blood splattered against it each day. This must be done while no one is wearing it. (This isn't hard for a troll, who can use his own blood if need be--he just regenerates it back in 2 rounds.) This curse reduces the value of the armor by -3000 gp.

Development: The minor demons in area 230 may come here to investigate the sounds of combat. Desaak does not leave his post, however.

Upping the Ante (EL 9): Give Desaak a pair of howlers as helpers.

Howlers (2): hp 41 and 37

Connections: This chamber connects to areas 228, 230, and 232.

See the Map of Level 7.

230. MINOR DEMONS (EL 8)

Summary: Some minor demons inhabit this cave, which also hides some intriguing treasures.

Sights and Sounds: This cave is dimly lit. All can hear a distant rumbling as if there is a constant earthquake in the distance. Anyone making a Listen check (DC 16) can hear the creatures flittering and skittering around in the cave.

A red cavern, bubbling with diseased blood that seeps from the flesh-like walls, appears to be filled with horrific creatures-winged things with twisted bodies and scabrous flesh, and leprous rats the size of mangy wolves with red eyes and yellow teeth.

The Hate Effect: The evil is stronger here than the rest of the level. This chamber and the few nearby are closest to slipping forever into the Abyss and it seethes with violence and hate. Anyone in this chamber must make a Will save (DC 15). Those failing must immediately make a melee attack or move to make a melee attack against some creature in the room. Only one save per visit is required, although leaving and coming back prompts another save.



Inhabitants: Five winged dretches and four fiendish dire rats occupy this cavern at the moment. The dretches are precisely like normal dretches except that they can also fly with clumsy skill at a speed of 30 feet. One of the dretches has a key on a chain around his neck (this opens the manacles of the lammasu in area 231). The fiendish dire rats are big and nasty, bred in the bowels of the Abyss to plague the mortal world.

Winged dretches (5): hp 20, 18, 17, 14, 11

Fiendish Dire Rat (Chaotic Evil) (4)

Medium Magical Beast (Extraplanar)

CR 2 Init +3 Spd 40 feet, climb 20 feet

HD 6d8+12 **hp** 39

AC 14, touch 13, flat-footed 11;

BAB/Grapple +4/+6

Attack +7 melee (1d6+3 plus disease, bite)

SA Disease (filth fever DC 15), *smite good* 1/day +6 damage

SQ Darkvision 60 ft., low-light vision, resistance cold/fire 5, scent, Damage Reduction 5/magic, Spell Resistance 11

Fort +7, **Ref** +8, **Will** +6

Str 14, **Dex** 16, **Con** 14, **Int** 3, **Wis** 12, **Cha** 4

Crucial Feats N/A

Other Feats Alertness, Dodge, Stealthy, Weapon Finesse

Crucial Skills Climb +11, Hide +9, Listen +4, Move Silently +8, Spot +4, Swim +11

Other Skills N/A

Tactics: The dretches immediately all attempt to summon more dretches while the rats charge into melee. Then the dretches fly in to attack. Hurt dretches will teleport to area 210 for healing, and then come immediately back, although they are quite stupid and won't think to do this more than once each.

Hidden Ledge: In the southwest corner of this area, 15 feet from the floor, there is a high ledge, only 4 or 5 feet from the ceiling. Characters succeeding at a Search check (DC 12) of the room will notice the ledge. Climbing these strange walls is difficult (DC 22), but not impossible. On the ledge, the demons have stashed a few treasures, including the following:

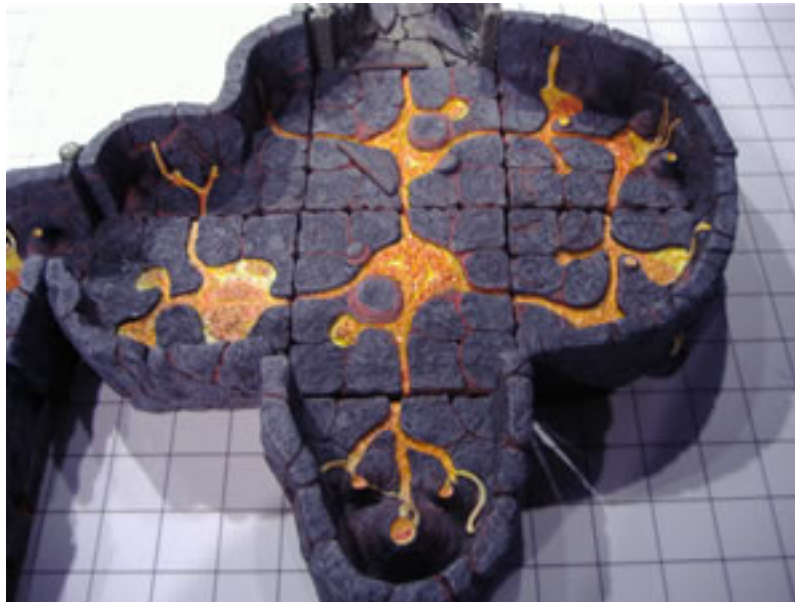
A statuette, 8 inches tall, of a dragon. It is made of ice that does not melt, although it is very cold to the touch. It has the name "Krittlenox" inscribed upon it, and has a faint magical aura of transmutation. It is worth 150 gp. (Krittlenox is an actual white dragon that the PCs may encounter deeper in the dungeon.)

A large canvas bag containing 2,496 cp.

A glass jar, 12 inches high, with a brass lid. The jar contains a beating heart, although it is clearly not a human heart (it belongs to Kiedelos, in area 231). A character making a Knowledge (nature) check (DC 20) might think it is the heart of a lion or similar creature. The jar has a faint magical aura of

necromancy. Along with the heart, it has a value of perhaps 80 gp (as a curiosity).

Development: The minor demons here may go to area 229 or area 231 to investigate the sounds of combat there.



REVISIT (EL 6)

The next time the PCs come to this cave, three fresh human and one fresh dwarf corpse lies on the floor, stripped of belongings. Three large and savage ghosts, servants of the demons, prepare to feast. The dwarf's mithral chainmail lies in a pile of belongings ripped from the bodies, all the rest of it worthless.

Ghosts (3): hp 35, 33, 29

Connections: This chamber connects to area 229 and area 231.

See the Map of Level 7.

231. GATE TO THE ABYSS

Summary: The magical portal connecting this level to the Lower Planes lies here, created by Rivenyk himself. A very special prisoner, being made ready for transfer to the Abyss, is here as well. You will need the Lammasu Illustration handout (see Appendix C).

Sights and Sounds: This cavern is dimly lit. A screaming, roaring sound comes from the gate, making other sounds difficult to distinguish.

A hole in the air hangs in the north part of this twisted chamber of evil, rimmed with blood-red flames that obscure whatever might lie on the other side. Whatever it is, seethes with malice and darkness. To one side, a large figure lies bound in manacles and chains. You can see that it is still alive, but only barely. Covered in fur matted with dried blood, bruised flesh, and terrible wounds, this creature has obviously suffered tremendously.



The Hate Effect: The evil is stronger here than the rest of the level. This chamber and the few nearby are closest to slipping forever into the Abyss and it seethes with violence and hate. Anyone in this chamber must make a Will save (DC 15). Those failing must immediately make a melee attack or move to make a melee attack against some creature in the room (pity poor Kiedelos if this happens). Only one save per visit is required, although leaving and coming back prompts another save.

The Planar Gate: One cannot see through this dark, fiery doorway, but it leads directly to Rivenyk's portion of the Abyss. This is a realm of darkness, filled with pain pits like the one found in area 233. This realm teems with demons, including many far more powerful than found on this dungeon level (glabrezu, mariliths, etc.) as well as fiendish creatures, undead, and once-good creatures that have been corrupted to evil. Those foolish enough to pass through it would be unlikely to survive long.

The gate could in theory be dispelled, but the caster level is 20, and thus it may be a task for when the PCs are higher level. Dispelling the gate should result in an xp award as if the PCs faced a CR 10 challenge. Likewise, the PCs should all gain a +1 holy bonus to attacks, saves, and checks for 24 hours after doing so.

Inhabitant: The creature is a lammasu named Kiedelos, although one can hardly tell after all he has suffered. Kiedelos opposed a plot of Rivenyk's servitors in an evil temple on the other side of the world. He was captured

and brought here, where he spent many months in the pit of pain (area 233), before the demons decided to bring him to their home plane for sport. In preparation to do so, they removed his heart and replaced it with the heart of a demon. This is so they could ultimately wed him to the nature of the Abyss and corrupt and pervert him to evil in a slow, terrible process.

The demon heart negates his innate magic circle against evil power, and he knows this. What Kiedelos does not realize is that any demon may command him as if he was under the effects of a *dominate monster* spell.

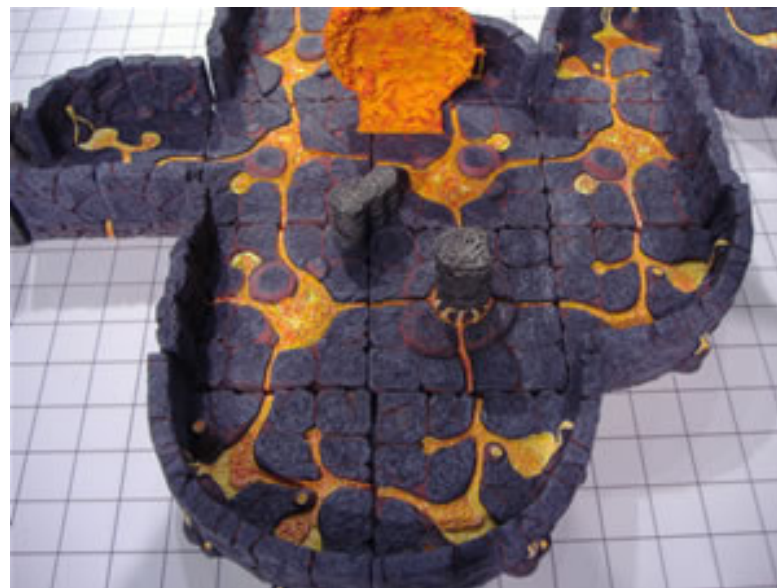
Once he is freed from his bonds and he heals at least some of his injuries, show the players the Lammasu Illustration handout.

Kiedelos, lammasu: hp 59 (currently 3)

Freeing Kiedelos: The chains that bind the battered and wounded lammasu have a hardness of 10, 25 hit points, and a Break DC of 35. There is a lock (Open Locks DC 26) on his manacles. Once freed, he will use his cleric spells to heal himself, and also any injured rescuer. In fact, he will prioritize the wounds of any PC above his own. He will also gladly use any of his spells to help the PCs in other ways (*bull's strength*, *neutralize poison*, *aid*, etc.). He may try to *dispel* the gate as well. He can tell the PCs his entire, horrific tale, and warn them of the mistress of the pit in area 234. He can even tell them a little about

Czarzem. But he is entirely unfamiliar with Dragon's Delve. Kiedelos would like his heart back, but he has no idea where it is.

Kiedelos will gladly accompany the PCs to fight against the forces of evil here, leaping into combat with wild, reckless abandon. After all he has been through, he has a bit of a death wish, but he wants to go out fighting evil.



Restoring Kiedelos' Heart: If the PCs have his heart (from area 230), the process of restoring it to him is simple and instantaneous, requiring only that the jar be opened. The heart *teleports* back into his body, and he coughs up a hideous thing of black, gangrenous flesh (the demon heart). This restores his lost innate ability and cancels the potential *dominate* effect he might face from any demons. Restoring Kiedelos' heart should be considered a CR 7 challenge for purposes of an xp award.

Development: If Kiedelos does go into combat on the side of the PCs, any demon he faces will command him to attack his new allies.

Passage to 233: This passage slopes up to the west at a steep angle, practically like climbing steep stairs.

Connections: This chamber connects to areas 230, 232, and 233.

See the Map of Level 7.

232. GETTING THE SHAFT



Summary: Erralak's Shaft intersects the demons' domain here, and the demons don't like having a stranger spying on them at all.

Sights and Sounds: This cave is dimly lit. All can hear a distant rumbling as if there is a constant earthquake in the distance.

Amid the disgusting nature of this cavern, with its rivulets of bloody effluvium and twisted walls and floor, rises a strange cylinder about twenty feet across. It appears to be made of glass, but it is covered in a chaotic collage of crudely

painted images and words (all foul), blood splatters, smeared feces, and unidentifiable other substances.

Two large forms lie on the ground in the middle of the room, dead creatures of some kind with arrows puncturing their skin and other wounds besides. Two smaller bodies lie near them.

The Hate Effect: The evil is stronger here than the rest of the level. This chamber and the few nearby are closest to slipping forever into the Abyss and it seethes with violence and hate. Anyone in this chamber must make a Will save (DC 15). Those failing must immediately make a melee attack or move to make a melee attack against some creature in the room. PCs may attempt to attack Erralak, but of course they will fail. Only one save per visit is required, although leaving and coming back prompts another save.

The Bodies: The two large forms are slain brute demons, dried ichor covering their corpses as well as the ground around them. The two smaller corpses are those of a human in a long leather coat and a dwarf wearing half plate. These fallen adventurers have been here quite a while and are practically skeletons. Their corpses have been stripped of anything valuable.

Glass Cylinder: This glass cylinder is immune to magic and indestructible. It extends from

this level to Levels 1, 2, 5, 8, and 10. It has an overwhelming magical aura of abjuration. It's worth noting that the glass even blocks teleportation, so the demons can't get in. The demons have painted so many crude or frightening images and words on the glass that it is difficult to see into it. The images and words are there to insult and threaten the ocular tyrant. So the words say things like "Go away or die," "Peeping eyes are for eating," and far more crude and foul things as well. The images are of demonic forms looming, or eyes being squished or devoured, or suchlike.

Inhabitants: Floating down from where the PCs have likely seen him before, Erralak the ocular tyrant floats in the cylinder, but he can't get through the glass surrounding him, so he can only watch. It's difficult for him to see into this room because the glass is covered with paint (and worse), but if



anyone peers through they see him, looking back. His lair actually lies on Level 10, but he can view into all the levels he has access to, free from any threats. He has performed this duty for years and is well-acquainted with the barrier that hems him in.

Behind the Shaft: The area to the west of the shaft is difficult to reach. A Medium-sized creature would have to squeeze around the shaft to get to it. A Large creature couldn't get there. In this spot lies the skeleton of an elf, wearing masterwork chainmail and an old backpack (mostly rotten) containing three flasks of holy water that have been corrupted so that the water now heals undead. Also in the pack, PCs find 102 gp, 89 sp, and small golden pitcher in the shape of a bull (worth 200 gp). Next to the corpse lies a +1 *longbow* and a quiver of 13 masterwork arrows.

Background: Somehow, a small band of adventurers made it this far. But no farther.

Connections: This chamber connects to areas 230, 232, and 233.

See the Map of Level 7.

233. THE PAIN PIT

Summary: This is the favorite room of the demons, for it is where they can feed upon the pain and horror they inflict on others.

Sights and Sounds: This chamber is dimly lit. The sound of pained moans can be heard by all.

This horrific place is like a charnel house. Or rather, a slaughterhouse. Bodies and body parts hang from the ceiling on hooked chains. More lay

about the floor like just so much rotting meat. The smell of rotting flesh almost overcomes you. These victims weren't just murdered and dismembered, they were tortured, abused, and mutilated. The blood from the corpses mixes with the seepage from the flesh-seeming walls here to the point where the entire floor is sticky with half-dried gore. Surely, even hell itself has no worse place than this chamber of horrors.

At the cavern's center lies a dark pit, from which an eerie greenish glow rises. You hear moans of torment coming from deep within it. Next to the pit lie two extremely long pikes.

The Hate Effect: The evil is stronger here than the rest of the level. This chamber and the few nearby are closest to slipping forever into the Abyss and it seethes with violence and hate. Anyone in this chamber must make a Will save (DC 15). Those failing must immediately make a melee attack or move to make a melee attack against some creature in the room. Only one save per visit is required, although leaving and coming back prompts another save.

Ambient Pain: This chamber is filled with the pain inflicted on those in the pit, which hangs in the air like a gut-wrenching sound (although technically it makes no real noise. This ambient pain can be "eaten" by evil outsiders, as described below. Other creatures simply act as though dazzled by the horrific sensation (no save). There are currently 2 points of constitution worth of "pain" here (again, described below). If these are eaten, the dazzle effect ends for 24 hours.

The Pit: The Pain Pit has a strong aura of necromancy. It is 20 feet deep, and the bottom appears to be crawling with hideous worms writhing around bones and skulls. Anyone in the pit must make two saving throws. First, a Will save (DC 20). Failure means that despite any pain and horrors that might be inflicted, the character will not willingly leave the pit. The second save is a Fortitude save (DC 20). Failure of this save means that the character is wracked with pain for 24 hours, at the end of which they suffer 1d2 points of Constitution damage. Evil outsiders in this cavern can "feed" upon this pain, gaining 10 temporary hit points per point of Constitution damaged. Feeding in this way is a standard action, regardless of how much pain is fed upon.

Demons visiting this chamber often come and torment those suffering here, using one of the long pikes. The night hag that tends this pit (in area 234) has the means to cast *lesser restoration* on victims in the pit, keeping them alive for a very long time.



Currently, there are two victims still alive in the pit, both 2nd level human commoners. Both are incoherent and helpless due to the weeks of torture, even if magically healed (unless some really powerful spell is used, such as heal). Both bear the symbol of Rivenyk branded upon their necks. (See area 194.) Even though they are not from Brindenford, getting them to the safety of the town should result in an xp award equal to a CR 5 challenge.

Victims: hp 8 each (currently 1); both currently have only a 3 Con score

Bodies: Searching through all the victims here would take at least 4 man-hours. Doing so (Search DC 18) reveals a few valuables: a silver ring with a blue azurite (75 gp), a single gold earring (10 gp), and a gold necklace with few purple azurites (250 gp). A much better search (DC 30) reveals a corpse still wearing a *pair of eyes of the eagle*.

Hidden Ledge: In the northwest corner of this area, 20 feet from the floor, there is a high ledge, 10 feet from the ceiling. Characters succeeding at a Search check (DC 12) of the room will notice the ledge. Climbing these strange walls is difficult (DC 22), but not impossible. There is nothing on the ledge, but the mistress of the pit (see area 234) sometimes likes to stand up here and use ranged attacks if she is in the cavern.

Development: If the PCs make undo noise here, they will attract the attention of the mistress of the pit in area 234. After making her preparations, she will come here to deal with the interlopers. If damaged at least 20 hp, she will feed upon the ambient pain and gain 20 hit points, but then end the ambient pain penalty the PCs face.

Passage to Area 231: This passage slopes down sharply as it proceeds to the east, at an angle suitable to a steep staircase.



REVISIT (EL 7)

If the PCs return here, there is no ambient pain. There is also a new victim in the pit (either replacing or adding to those already here), a blink dog. Feeding on the ambient pain is a succubus--she has 20 extra hit points due to this. If the succubus hears the PCs coming, she will take the form of

a naked but abused young girl lying by the side of the pit in order to lure the PCs close. She attempts to get her kiss and then *teleports* away, probably to area 210, unless there's a good opportunity to push or drop a new victim into the pit. If freed, the blink dog will aid the PCs for 1 week before heading off, his debt repaid.

Claros, blink dog: hp 22 (currently 14, and down 2 points of Con)

Succubus: hp 33 (currently 53)

Connections: This chamber connects to areas 231, 234, 238, 239, and 244.

See the Map of Level 7.

234. MISTRESS OF THE PIT

Summary: The mistress of the pain pit dwells in this cave--an extremely formidable night hag.

Sights and Sounds: This cave is dimly lit. All can hear a distant rumbling as if there is a constant earthquake in the distance. Anyone making a Listen check (DC 15) can hear the mistress cackling and muttering to herself.

This relatively small cave is carpeted in bones and skulls. More bones and skulls have been threaded through heavy leather cords and hung from the ceiling. The chamber is cold, and as you step into it, you are suddenly reminded of your most recent nightmare.

The Hate Effect: The evil is stronger here than the rest of the level. This chamber, and the few nearby, are closest to slipping forever

into the Abyss and seethes with violence and hate. Anyone in this chamber must make a Will save (DC 15). Those failing must immediately make a melee attack or move to make a melee attack against some creature in the room, such as the night hag. Only one save per visit is required, although leaving and coming back prompts another save.



Inhabitant: The mistress of the pit is a night hag. Her heartstone also possesses the ability to cast *lesser restoration* 1/day for her (for non-hags, using this counts as one of the 10 overall uses of the item). The value of the stone is 2,000 gp rather than the standard 1,800 gp. She also wears an *amulet of natural armor* +1 and possesses two potions, one of *cure serious wounds*, and one of *bull's strength*. Lastly, she wields a +1 *greatsword* in the cache made of blood iron (obviously, she's very careful with this weapon, but it is quite useful in deterring any demon that might challenge her). In a full action action, she can make a +8 attack with this sword in

addition to her bite, inflicting 2d6+5 damage (4d6+5 to any creature vulnerable to cold iron).

Night hag: hp 70; AC 23

Tactics: If able, the hag drinks her *potion of bull's strength* (+2 to attack and damage rolls) first, and then moves into melee. If seriously threatened, she will move ethereally to the high ledge in area 233 where she feeds on the ambient pain and waits for the PCs to come out of her area so that she can attack them at range using *magic missile* or *ray of enfeeblement*.

Treasure: The mistress wears a necklace of silver, ivory, and various semiprecious stones worth 800 gp. Further, in the cave, she has a secret cache behind a rock (Search DC 22 to find). In this cache, she keeps a large ceramic jar (worth 20 gp) painted with dancing demons with a sealed stopper. Inside are 488 gp.

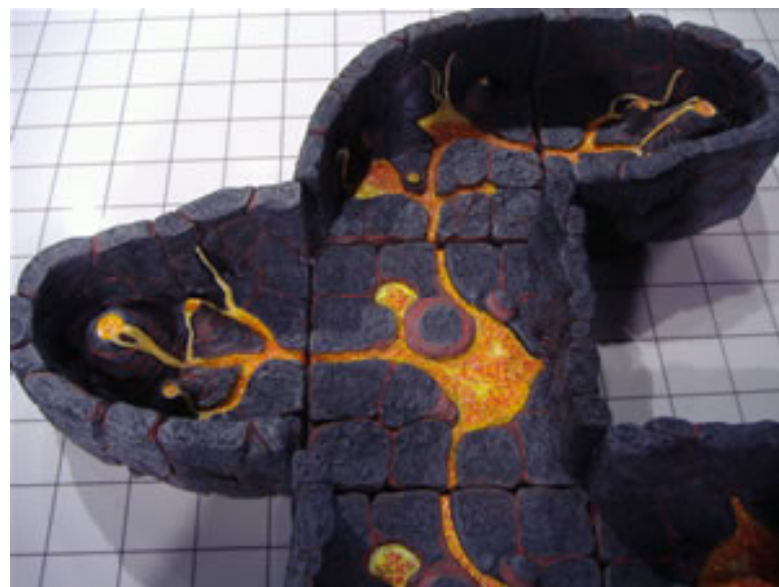
The mistress also keeps some rather unique items in the cache. In a leather bag she keeps a pair of purple stones that she has fashioned from the ambient pain of her victims. These gemstones can be utilized by anyone who needs to spend experience points to cast a spell or craft a magic item. In this case, each gem is a substitute for 100 xp. These are worth 1,000 gp each, and she is planning on trading them to Crasien in exchange for some potions.

Development: If the mistress of the pit hears anyone intruding into area 233, she will drink her potion of *bull's strength* and move into that area ethereally to attack. She stands near the pit and attempts to grapple non-demon foes and throw them in rather than using her sword.

Connections: This room connects to area 233. See the Map of Level 7.

New Special Material

Blood Iron: This blood-red metal can be found only in the lower planes and is quite rare. Like cold iron, it is particularly harmful to most fey and evil outsiders, but blood iron is even more potent, adding an additional 2d6 points of damage to creatures with a weakness to cold iron. Even the simple touch of blood iron inflicts 1d6 points of damage to any creature with a weakness to cold iron. This means that a weapon may be



used to make a touch attack rather than a normal attack against such a creature and would inflict 1d6 points of damage. It also means that armor forged from blood iron inflicts 1d6 points of damage to a such a creature successfully striking with natural weapons.

Weapons or armor made of blood iron cost four times as much to make as their normal counterparts. Also, any magical enhancements cost an additional 2,000 gp for armor or 4,000 gp for weapons.

Items without metal parts cannot be made from blood iron. An arrow could be made of blood iron, but a quarterstaff could not.

A double weapon that has only half of it made of blood iron increases its normal cost by double.

DMs should not make blood iron weapons available in normal markets on the Prime Material Plane.

Blood iron has 30 hit points per inch of thickness and hardness 10.

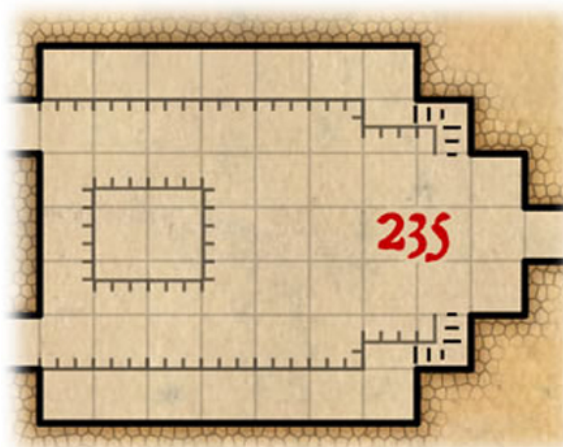
235. LORD OF THE FLIES (EL 9 OR 13)

Summary: This is the throne room of Czarzem the Wicked, lieutenant of Rivenyk and ruler of Level 7. You will need the Czarzem Illustration Handout (see Appendix C).

Sights and Sounds: This chamber is dimly lit with an odd bluish illumination. Those making Listen checks (DC 15) down any of the hallways leading to this room hears a buzzing sound, like a swarm of flies.

A large room stretches out before you like an arena, with raised viewing areas along the north and south walls. The arched ceiling is 50 feet high. A stone slab, carved with runes, lies on the floor, about 10 feet across. Floating 20 feet above the central portion of the chamber is a platform upon which rests a circular throne of sorts, although rather than a seat it appears to be more of a bowl-like depression in a round, raised stone structure surrounded by spikes. Upon or perhaps within this throne is a cloaked figure in the shape of a man, but whose form is actually a roiling, swirling mass of dark insects.

"Welcome," the figure says with a voice that sounds like a chorus of a million voices. "Entertain me and be rewarded." With that, the slab glows with a blue light and suddenly a horrible, brutish giant with curled horns and cloven hooves appears upon it.



The Slab: Once each day, if Czarzem stands upon the floating platform, this stone slab allows him to summon a brute demon as if he had summoned it using his natural ability.

Viewing Areas: These two ledges have wooden benches for spectators. The ledges are 15 feet above the floor.

Floating Platform: The platform magically levitates 20 feet above the floor permanently. This effect can be dispelled, but it has a CL of 15. The "throne" has six large pieces of ebony set into it that are each worth 200 gp if pried loose.

Inhabitants: The being on the throne, of course, is Czarzem the Wicked. Show the players the Czarzem Illustration Handout. The summoned creature is a brute demon.

Brute Demon: hp 80

Czarzem the Wicked

Unique Demon (Chaotic Evil)

Medium Outsider (Chaotic, Evil) CR 12

Init +6 Speed 30 feet, Fly 30 feet (perfect)

HD 10d8+50 hp 95

AC 22, touch 16, flat-footed 16

Languages Abyssal, Common, Telepathy

BAB/Grapple +10/+14

Attack +14 melee touch (1d6+2d6 against good plus poison and disease, touch)

SA Unholy touch (+2d6 damage against good creatures), poison touch (DC 20, 1d4 Wis/1d4 Wis), disease touch (DC 20, demon fever), spell-like abilities: At will--*cause fear, hypnotism, shocking grasp, greater teleport* (self plus 50 pounds of objects only); 3/day--*darkness, desecrate, charm monster, etherealness, fear, hold monster, summon swarm*. 1/day--*insect plague, unholy blight* (Will DC 20); summon 1 brute demon 100% chance 1/day.

SQ Low-light and darkvision 60 feet, immunity to electricity and poison, resistance acid 10, cold 10, and fire 10, damage reduction 5/magic and cold iron (or good) and bludgeoning, and spell resistance 21, regeneration 5 (fire and acid deal normal damage)

Fort +12, **Ref** +13, **Will** +15

Str 18, **Dex** 23, **Con** 20, **Int** 21, **Wis** 22, **Cha** 18

Crucial Feats Quicken Spell-Like Ability

Other Feats Alertness, Iron Will, Lightning Reflexes

Crucial Skills Climb +12, Escape Artist +8, Hide +4, Listen +9, Move Silently +8, Spot +9, Sense Motive +3

Other Skills Search +4, Survival +3

Possessions key to area 237, black ebony ring (200 gp)

Tactics: The brute demon attacks and fights to the death (or until 10 rounds pass, after which time he disappears). The round after the brute demon appears, Czarzem summons another using his innate ability. Beyond that, however, he does not interfere in the ensuing battle unless he is attacked. In fact, if the PCs do not attack him and defeat both brute demons, Czarzem says, "Excellent! Most entertaining. Wait here for your reward." Then he *teleports* to area 237, becomes ethereal and opens the vault, grabs a small sack of ten 100 gp jewels, and returns to his throne. This process takes 5 rounds. He tosses the sack to the PCs, and says, "now leave and do not return."

If the PCs attack him at any point, Czarzem attempts to remain on his throne or, if the PCs reach it, flies to the ceiling and uses his ranged spell-like abilities against them. He will only come down and engage in melee with his deadly touch attack to finish off characters. Otherwise, he will *teleport* away, perhaps even to the gate in area 231. If he is reduced to 0 hit points but the damage is not entirely fire or acid, the swarm that comprises him disperses, and the flies scatter, whereupon they become ethereal and then eventually rejoin together to reform the demon.

Development: If the PCs engage Czarzem, his consort Ionali comes from area 236 to aid him. See also Czarzem the Recurring Villain.

Upping the Ante (EL 14): Although it's hard to imagine wanting to make this encounter harder, DMs wishing to do so could add a dozen dretches as spectators on the benches in the room.

Dretches (12): hp 13 each

REVISIT (EL 9)

The next time the PCs come here, Czarzem is not present. However, a dozen winged dretches are here tearing apart and eating the corpses of three ogres that did not succeed against Czarzem's summoned challenge here hours before. The dretches

are precisely like normal dretches except that they can also fly with clumsy skill at a speed of 30 feet. One of the ogres wielded a +1 *greatclub*. Another still bears a sack with 352 gp.

Winged Dretches (12): hp 13 each

Connections: This chamber connects to areas 208, 236, and 237.

See the Map of Level 7.



236. CZARZEM'S NEST (EL 8)

Summary: Czarzem's consort awaits him in the equivalent of his bedchamber.

Sights and Sounds: This room is dark. Those making Listen checks (DC 22) may hear Ionali moving about the room.

A stone bier covered in engraved images of insects stands in the middle of the room. Atop it rests something that resembles a cross between

a wasp nest and a cancerous organ. The walls are decorated with inset wooden plates, each cut with images of people being tortured by demons in a hellish landscape.



Inhabitants: Ionali, Czarzem's succubus consort, is here. She is unlikely to use her deceptive abilities to try to fool anyone coming into the room. Rather, she will engage them in combat. She has learned to use her *ethereal jaunt* ability not unlike a phase spider, and thus can shift from the Ethereal Plane to the Material Plane as a free action, and shift back again as a move action (or during a move action). Ionali wears both a *glove of lightning* and a pair of +2 bracers of armor. She is a CR 8 challenge.

Ionali, succubus: hp 40; AC 22

Tactics: Ionali uses her *ethereal jaunt* ability to phase out of the room immediately. Then she phases back in the following round and blasts as many intruders as she can with a *lightning bolt*. After that, she will phase in and out, making a single attack against a

foe, often attempting to grapple in order to use her level drain ability. If below 12 hit points, she will phase out (or *teleport*) and simply not return to the fight.

The Nest: The thing atop the engraved bier is Czarzem's nest, in which he rests or meditates a few hours each day, no longer in the form of a humanoid at all.

Woodcuts: These ten torture images are worth 5 gp each. One conceals a hidden button (Search DC 25) which opens the secret door.



Secret Door: This section of the wall slides up into the ceiling if the hidden button is discovered. The door is very difficult to find (Search DC 30).

Development: If Ionali is attacked with Czarzem in just the next room (area 235), he will

come to her aid after just one round.

Connections: This chamber connects to area 235 and area 238.

See the Map of Level 7.

New Magic Item

Glove of Lightning: This single glove is made from a mesh of delicate silver links. It allows the wearer to loose a lightning bolt that inflicts 6d6 damage once each day. Because it is only a single glove, a character could wear it with other magic items that are only a single glove (like a *glove of storing*) and use both at once.

There is a greater version of the glove that grants the ability to use *shocking grasp* (5d6 damage) at will and adds the shock quality to any magical melee weapon held in the hand wearing the glove.

Moderate evocation; CL 6; Craft wondrous item, *lightning bolt* (also *shocking grasp* for greater version); Price 7,500 gp (23,500 gp for greater version).



237. CZARZEM'S VAULT

Summary: Seemingly unsealed, this treasure vault is very difficult to enter.

Sights and Sounds: This room is dark and quiet.

The western wall of this room appears to have an impressive mound of treasure stacked up near it. You see piles of coins, a large golden statue, a few small leather bags, and an open iron chest filled with still more coins.



Invisible Wall: Of course, it's never as easy as it seems. Anyone attempting to reach the treasure finds an invisible *wall of force* blocking them exactly halfway across the room. In fact, this is a *cube of force* that completely encloses the western half of the room. This blocks all movement, even teleportation or ethereal movement, into the area where the treasure lies. It is indestructible, and even a *disintegrate* spell must overcome spell resistance 28 to succeed in destroying it.

Ethereal Door: If someone becomes ethereal in this room, while they still cannot get at the treasure easily, can see a door set into the

wall of force, with a lock. (Anyone that can simply see into the ethereal plane can see this as well.) Czarzem has a key for this lock, but of course the key must be made ethereal for it to work, and thus the keyholder must likely be ethereal as well. Otherwise, an ethereal character could attempt to pick the lock (Open Locks DC 30).

Treasure: The pile consists of 8,733 gp and 11,496 sp. The gold statue is 3 feet high and depicts a squatting demon. It is worth 1200 gp. There are four small bags, each containing ten 100 gp jewels of various kinds.

The chest contains another 940 gp as well as 184 pp. Beneath the coins, however, PCs can find a small wooden box with gold inlay (worth 150 gp). Inside the box, within a felt lining, is a huge emerald worth 10,000 gp.

Connections: This room connects to area 235. See the Map of Level 7.



238: FIENDISH SAVANTS (EL 7)

Summary: The fiends that dwell here are in charge of figuring out how to make the Vraedix work in area 239. You will need the Daemon Note Handout (see Appendix C).

Sights and Sounds: This room is dark. Those making Listen checks (DC 18) may hear the occupant moving about the room.

The white plaster on the walls in this room looks almost new, as do the various small rugs on the floor and the red and black paint on the pillars. A stack of books stands near the northeast pillar.

A strange looking being seems to be meditating in the room. The size of an ogre, he wears long red robes and wears tiny spectacles on his ugly, brutish face framed by long whitish-gray hair.

Inhabitant: The meditating creature is a kerexoloth named Miressar. This learned fiend (technically a daemon, not a demon, but the distinction is likely moot for the PCs) has been commissioned to study the Vraedix in area 239 and has worked on this task for years with so far little success.

Miressar, Kerexoloth: hp 75

Tactics: Unless the PCs succeed in sneaking into the room, the daemon's meditation is a ruse. It's already used its true seeing ability, and will immediately use its call outsider debt to summon a shadow mastiff to defend itself.

However, if the PCs do not react with immediate hostility, it won't either. It will talk with them, although it's unlikely to reveal anything valuable or true. Instead, it attempts to get the PCs to leave as quickly as possible, providing them with half-true information about where they can find treasure or avoid trouble on this level.

Books: The books by the pillar are nonmagical and cover a wide variety of topics. They are well-used and ultimately not worth much. However, one has a small slip of paper in it. Show the players the Daemon Note handout. The note refers to one of the areas of knowledge of the Vraedix in area 239.

Secret Button on Pillar: The pillar by the books also has a hidden button on the north side (Search DC 25 to find). It opens the secret door.

Secret Door: This section of the wall slides up into the ceiling if the hidden button is discovered. The door is very difficult to find (Search DC 30).

Background: Before being recruited by Rivenyk, the kerexoloths here worked on Level 5 in the laboratories there, conducting their own experimentation. They possess a great deal of knowledge of the top seven levels of Dragon's Delve and their history, as well as the island of Khorant.

REVISIT (EL 7)

If the PCs come back to this chamber again, the other kerexoloth, Jzurum, will be here. If Miessar still lives, they'll both be here. They work well together. If Miessar is dead, Jzurum won't be interested in vengeance, but he will know to simply *dimension door* away if the PCs show up.

Jzurum, Kerexoloth: hp 75

Connections: This chamber connects to areas 233, 236, and 239.

See the Map of Level 7.

New Monster

Kerexoloth

Neutral Evil

Large Outsider (Daemon, Evil) CR 7

HD 10d8+30 hp 75

Init +5 Speed 30 feet

AC 18, touch 10, flat-footed 17

BAB/Grapple +10/+19

Attack +15 melee (1d6+5 plus poison, claw), or +14 melee (1d6+7/19-20 plus poison, dagger)

Full Attack +15 melee (1d6+5 plus poison, 2 claws), or +14/+9 melee (1d6+7/19-20 plus poison, dagger)

SA Call outsider debt, poison (1 Str/1 Str, DC 18), spell-like abilities, truename trigger

SQ Acid resistance 5, cold resistance 5, darkvision, DR 10/magic, electricity resistance 5, fire resistance 5, outsider traits, poison resistance (+4), telepathy 100 ft.



Fort +10, **Ref** +8, **Will** +11

Str 20, **Dex** 13, **Con** 16, **Int** 20, **Wis** 14, **Cha** 14

Crucial Feats N/A

Other Feats Improved Initiative, Iron Will, Negotiator, Weapon Focus (claw)

Crucial Skills Bluff +12, Intimidate +18, Listen +12, Move Silently +7, Sense Motive +18, Sleight of Hand +3, Spot +12, Use Magic Device +12

Other Skills Decipher Script +15, Diplomacy +16, Gather Information +12, Knowledge (any two) +15, Knowledge (arcana) +15, Knowledge (history) +15, Knowledge (the planes) +18, Search +15, Spellcraft +17

This creature is the size of an ogre, with gray-brown skin, glowing eyes, fangs, a long white beard, and clawed fingers. It wears a simple red robe of a silk-like material that looks heavy but doesn't hide that its body is bulky and muscular. There is a sense of evil about it, but not malice.

Among the daemons there are some who research and investigate their many enemies, using their magic to find secrets and arcane leverage they can use to advance the goals of the daemoniac race. The most dedicated and specialized of these are the kerexoloths, hulking fiends that look capable of tearing an enemy apart limb by limb but preferring more subtle methods. Dressing in sweeping robes like archaic wizards, the kerexoloths (sometimes called kerexodaemons) are polite and patient despite their nature and racial goals, often interacting with mortals and trading information about creatures

of interest. Though capable of defending themselves with physical violence and a few key magical abilities, they prefer to call in favors from other creatures to fight on their behalf, or escape from battle entirely; those who threaten them usually end up the target of fiendish ambush squads who know a lot about the attacker's abilities and tactics.

Kerexoloths may operate alone but they sometimes collaborate to trade information or on an especially difficult project. Because of their interest in acquiring information, they can be called with *lesser planar ally* and *lesser planar binding* for the purpose of trading information (rather than combat), even though their hit dice normally exclude them from being contacted by those spells. In the case of *lesser planar ally*, some kerexoloths circulate their public names to neutral and evil deities to facilitate this communication. In the case of *lesser planar binding*, some daemons provide their common names to conjurers and demonologists for this purpose, or write them (along with short trade agreements) on scrolls or spellbooks containing this spell. Very rarely will a kerexoloth come to the Material Plane on its own, adopting a magical disguise so it can interact with mortals without causing panic.

In addition to the lore represented by its Knowledge skills, a kerexoloth's obscure information (such as a creature's true name, special weakness, or secret lair location) usually pertains to other outsiders, though it may know such things about a particularly powerful creature from the Material Plane such as a dragon, mind flayer, or evil priest,

or even a significant magic item, particularly if the item played some key role in planar matters or has abilities relating to the planes.

A kerexoloth stands about 9 feet tall and weighs about 700 pounds.

Kerexoloths speak Abyssal, Infernal, and the language of daemons. They normally use their bonus languages to learn tongues used by mortal creatures, though some learn the elemental languages or even Celestial.

Combat: Kerexoloths prefer to avoid combat, using their *dimension door* ability to escape at the first sign of trouble. If prevented from doing so, it uses its *unholy blight* spell-like ability if facing multiple weak foes or its call outsider debt ability if fighting a stronger creature. It enjoys using *mind fog* and *command* to assist its allies and servants during a fight. If at risk of death, a kerexoloth tries to bargain for its life with valuable information.

Call Outsider Debt (Sp): Once per day, a kerexoloth can call in a favor from one of the evil outsiders whose truename it knows. This allows the kerexoloth to summon an evil outsider (as if using *summon monster I, II, III, IV, or V*) or call such a creature (as if using *lesser planar ally*, except the kerexoloth only needs to negotiate a payment if the called outsider is asked to perform a suicidal or especially hazardous task). Each use of this ability allows the kerexoloth to summon or call one creature (for example, it can't use *summon monster V* to summon multiple creatures on the *summon monster IV* list).

Poison (Ex): A kerexoloth's claws are mildly poisonous, and it keeps its dagger coated with this poison. Injury, Fortitude DC 18, initial damage 1 Str, secondary damage 1 Str. The save DC is Constitution-based.

Skills: Kerexoloths have a +4 racial bonus to Intimidate and Sense Motive checks.

Spell-Like Abilities (Sp): At will--*command* (DC 13), *detect magic*, *detect thoughts* (DC 14), *mage hand*; 3/day--*dimension door*, *locate creature* (DC 16), *screaming* (DC 16), *see invisibility*; 1/day--*commune**, *learn truename*** (DC 18), *legend lore*, *mind fog* (DC 17), *true seeing*, *unholy blight* (DC 16). Caster level 10. DC 12 + spell level. The DCs are Charisma-based.



* Rather than communing with a deity, a kerexoloth communes with a more knowledgeable daemon.

** This spell from *Monte Cook's Arcana Evolved* allows the caster to learn the truename of a creature whose normal name it already knows (Will negates). Knowledge of a creature's truename gives the caster power over that creature and aids with certain spells such as banishment, discern location, legend lore, and trap the soul; the kerexoloth also gains certain powers over such a creature (see the truename trigger ability).

Truename Trigger (Su): If a kerexoloth knows a creature's truename, it gains a +2 bonus to DCs of its spell-like abilities used against that creature. It also may use its command spell-like ability as a free action against such a creature.

The kerexoloth was created by Sean K. Reynolds and originally appeared on his website. Artwork by Scott Purdy.

239: THE VRAEDIX

Summary: Long ago, the Mages Four discovered a "thinking machine" on another world and brought it back here to experiment upon.

Sights and Sounds: This chamber is very dimly lit by lights (which occasionally blink in seemingly random patterns) upon the Vraedix itself. All can hear a soft whirring sound and an occasional high pitched tone (a single beep).

Although this room has three pillars, one of them is far more interesting than the other two. Seated upon a raised, two-tier dais, this pillar is made of metal, glass, and materials less familiar. It has small lights upon it which give the room dim illumination, although some blink on and off, occasionally accompanied by high pitched, almost music tones. The whole thing also gives off a constant whir or hiss.

The pillar, three feet across, extending from floor to ceiling, is surrounded by a faint nimbus of orange energy. On the southwest wall, someone has scrawled, "ask the Vraedix."



The Vraedix: The pillar is the Vraedix, a strange amalgam of machine and sorcery. Long ago, Pholaen the Worldweaver, one of the Mages Four, discovered a strange machine on another world. The machine was intelligent and semi-sentient, but Pholaen didn't know exactly how to communicate with it. He brought it here, where all four

of the powerful spellcasters examined and experimented with it. Eventually, they found that it was a great tool for storing information and predicting outcomes, but in order to get it to work for them they had to enhance it with an extensive network of spells.

The Vraedix is entirely reactive, so if the PCs do nothing in this room, nothing will happen. If they talk to the Vraedix or ask a question, something might happen. Dealing with the Vraedix can be difficult. However, there are a few rules that govern the interaction.

Rules for getting an answer or response:

1. Simply asking a question has a 30% chance of getting an answer.
2. Directing a question to Vraedix has a 70% chance of getting an answer.
3. Making a statement has a 10% chance of provoking a response.
4. Directing a statement to Vraedix has a 30% chance of provoking a response.
5. Specific questions or commands are always better. General questions or commands rarely work, and the more general, the worse it is. "Relate to me the entire history of Dragon's Delve" is unlikely to provoke a valuable response, and "tell me everything you know," won't ever get anything.
6. Casting any spell of the divination school in the room increases the chance of an answer or response by 5% per spell level, for one question or statement per spell level. (This latter can be discovered by trial



and error or after a character studies the Vraedix for at least an hour and makes a DC 25 Knowledge [arcana] check.)

So, if someone asks, "where is Czarzem?" in this room, they have a 30% chance of getting an answer. If someone else says, "he's not on this level," there is a 10% chance that the Vraedix will in turn respond to that.

Rules for determining the answer or response:

1. If the DM decides that the Vraedix knows the answer or has something to say on the subject:

- * There is a 30% chance that it will simply give the information

- * There is a 30% chance that its answer or response will be difficult or impossible to understand. For example, it might be in a language they do not know (thus, tongues is a good spell to use with the Vraedix) or its answer might be strangely incomplete. "Turn left," or "choose the red one," without any context.

- * There is a 40% chance it will ask for a clarification or for more information to provide a response. It might say, "more information is needed." Or, "further analysis is necessary."

2. If the DM decides that the Vraedix does not know the answer or has nothing to say on the subject:

- * There is a 60% chance it will say something like, "unknown," or "data incomplete at this time."

- * There is a 40% chance it will ask for a clarification or for more information to provide a response. It might say, "more information is needed." Or, "further analysis is necessary." Of course, no amount of further input from the PCs is likely to get anything valuable in this case, but they don't know that.

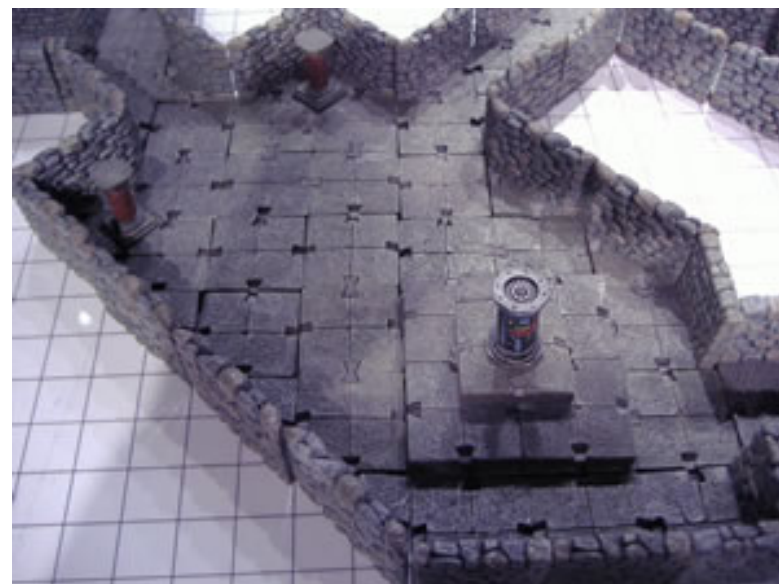
3. The Vraedix will not knowingly give an incorrect answer, so its information should never be contradictory.

What the Vraedix Knows: The Vraedix technically knows far

more than it will be able to give to the PCs at this time, even if they ask all the right questions, because the magical interface that powers it and allows it to operate in this world is still imperfect.

The DM should be willing to share any amount of the standard background of the dungeon and its history if the PCs ask the right questions. Likewise, it knows much of the layout of the dungeon, but only current details of Level 7.

Another thing that the Vraedix can currently do very well is assess creature power and capabilities. Basically, the Vraedix can utilize game mechanics. So if the PCs explain their capabilities (essentially, describing their level) and then ask if they are capable of a particular described challenge, the Vraedix can analyze and provide an answer by comparing the party's level and CR. It has an extensive



knowledge of creatures and their powers, so if a PC asks if the group can take on a medusa or an androsphinx, the Vraedix can describe a probable outcome. If a PC asks if a 10d6 lightning bolt is adequate to slaying Czarzem, the Vraedix knows (no).

Lastly, one of the test answers that the kerexoloths added to the Vraedix's knowledgebase is the command word ("Cordovi") for the secret chest spell described in area 139 on Level 5.

See also Freeing Serrestique and Using the Vraedix.

Harming the Vraedix: If the PCs get it into their head to destroy the Vraedix, they're going to find it very difficult. The spells that protect it give it a SR 30 versus damaging spells. It has a hardness of 20 due to its plastiscreen shell, and 200 hit points.

Connections: This chamber connects to areas 233, 238, 240, and 243.

See the Map of Level 7.

FREEING SERRESTIQUE

Summary: When the PCs find the Vraedix, they finally have the means of freeing the wizard they have heard about since Level 1: Serrestique.

Sights and Sounds: Serrestique has smooth, dark skin, a small nose,

and broad-set brown eyes. She is thin, but not particularly tall, and her hair is black and very long. She wears loose-fitting, silk garments and a heavy, dark red cloak.

The Encounter: With the command word of the secret chest from the Vraedix, the PCs can obtain the paper inside the chest that holds the information they need to free Serrestique from her permanent magical stasis in area 139.



Serrestique

Female Human (Neutral)

Wizard 8 CR 8

HD 8d4+24 hp 44

Init +2 Speed 30 feet

AC 13, touch 13, flat-footed 11

Languages Common, Gnoll, Celestial, Undercommon, Ettin, Elven

BAB/Grapple +4/+5

Attack +7 melee (1d4+3, +2 dagger) or +8 ranged (1d4+3, +2 dagger)

Fort +5 **Ref** +4 **Will** +9

Str 13, **Dex** 15, **Con** 16, **Int** 20, **Wis** 17, **Cha** 14

Crucial Feats N/A

Other Feats Brew Potion, Craft Construct, Craft Wand, Heighten Spell, Scribe Scroll, Spell Focus (Evocation), Spell Mastery (fireball, sending, fire shield, and clenched fist)

Crucial Skills Concentration +12, Jump +5, Listen +7, Spot +6.

Other Skills Decipher Script +15, Gather Information +4, Knowledge (Arcana) +14, Knowledge (History) +7, Search +11, Spellcraft +17.

Spells 3/6/4/4/2, CL 8, +5 melee touch, +6 ranged touch

4th--*black tentacles*, *fire shield*

3rd--*daylight*, *fireball* (DC 19) (2), *wind wall*

2nd--*ghoul touch* (DC 17), *glitterdust* (DC 17/W), *touch of idiocy*, *web* (DC 17)

1st--*burning hands* (DC 17), *expeditious retreat*, *feather fall*, *grease*, *protection from evil*, *shield*

0--*acid splash* (2), *ghost sound* (DC 15/W)

Possessions +2 *dagger*, +1 *ring of protection*, *wand of daze monster* (21 charges), *potion of fly*, 18 gp.

Tactics: Serrestique is obviously grateful to the PCs for freeing her. If Eulalai Pujalt is with the PCs, Serrestique is put completely at ease. Otherwise, it may take her some time to trust her rescuers, simply because she's not overly used to the idea of altruism from others.

If put into a combat situation, she casts *shield* and *fire shield* first, and then *expeditious retreat* if there's time. Depending on the situation, she will use *black tentacles* to cover her escape, or pummels foes with *fireballs*.

Serrestique's Reward: Although it takes her a few weeks to gather her resources, Serrestique gives each of her rescuers 2,000 gp or the equivalent in potions, scrolls, or wands.

Serrestique Going Forward: Serrestique won't join the PCs on their dungeon exploration. However, she may very well become a very valuable ally for them. She returns to her home on Level 1 and strives to clear it of dangerous threats, if any remain. Henceforth, Level 1 is relatively safe, other than the occasional monster simply passing through. (If the Bestial Host is still a threat, they will continue to try to occupy the temple on level 1, and eventually Serrestique will develop a sort of truce with

them.) Once her home is once again secure, she begins to investigate the Mages Four further. In particular, she's very interested in the Vraedix itself.

She becomes a valuable source of information about the history of Dragon's Delve and the Mages Four in particular. She offers the PCs sanctuary on Level 1 whenever they need a place to rest. She even will share spells with any PC wizard (her spellbook is listed below, including many spells she cannot yet cast that she has discovered in her research on the Mages Four).

Lastly, she may even become a patron of sorts for the PCs, offering magic items or other rewards in exchange for finding out more information about the deeper levels of the dungeon and for recovering any artifacts or knowledge about the Mages Four.

Serrestique's Spellbook

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--*alarm*, *animate rope*, *burning hands*, *chill touch*, *detect undead*, *expeditious retreat*, *feather fall*, *grease*, *jump*, *magic missile*, *magic weapon*, *protection from evil*, *reduce person*, *shield*, *shocking grasp*, *silent image*

2nd--*arcane lock*, *daze monster*, *eagle's splendor*, *ghoul touch*, *glitterdust*, *invisibility*, *levitate*, *mirror image*, *scare*, *scorching ray*, *spider climb*, *touch of idiocy*, *web*

3rd--*daylight*, *explosive runes*, *fireball*, *fly*,

haste, *protection from energy*, *sepia snake sigil*, *stinking cloud*, *wind wall*

4th--*arcane eye*, *black tentacles*, *fire shield*, *locate creature*

5th--*sending*

7th--*insanity*

8th--*clenched fist*

9th--*gate*

Using the Vraedix

So, to be clear, the Vraedix is a computer, taken from technologically savvy world other than the one the PCs inhabit. Perhaps even our own. But because it was "acquired" by a mage and long experimented upon by mages and later demons, it barely resembles its former nature. Magic powers it and alters it in strange and unpredictable ways.

It's got a voice modulator so that it can talk, though, which makes accessing it not too difficult. And unlike the demon face in area 187, the Vraedix doesn't lie. Its actual responses, if you can get one, are not random. It knows what it knows, but getting access to that information is difficult.

Which makes it perfect for long-term campaign use. It contains a great deal of information from when the Mages Four were the masters of Dragon's Delve, buried deep down within its memory. So when the PCs have a question or need some information deeper down in the dungeon, going back to Vraedix will always feel like an option.

In later levels, there will be the occasional overt references to information that the Vraedix has that the players will need as

they go on. They can't get it now simply because they don't know the right questions to ask. But even if the PCs go to the Vraedix on their own and consult it like a sage, feel free to give the Vraedix the information they seek, to reward them for taking that kind of initiative. Of course, it should never be easy. They'll frequently find the Vraedix guarded by ever-more-powerful demons either assigned by Czarzem or just interested in it for themselves. (If the PCs close the gate in area 231 and somehow managed to clear out most of the demons, perhaps other kinds of intelligent and magical creatures will find themselves drawn to and interested in the Vraedix. One can easily imagine a spirit naga, or a covey of drider sorcerers, or human priest of a god of secrets all claiming that area and experimenting with the Vraedix.

This long term importance means, however, that you want to make the Vraedix at least somewhat useful when the PCs first encounter it, so they'll want to come back for more. Having it give valuable information

early on, like how to get into vault of Czarzem (area 237) or one or more secret codes for the panel of buttons in area 221, will make it seem invaluable.

Nothing less than a *wish* spell can move the Vraedix without destroying it completely.

240. POSSESSED DWARVES (EL 6)

Summary: A band of dwarves, possessed by demons, drink and argue here.

Sights and Sounds: This chamber is dimly lit. PCs making Listen checks (DC 12) can hear the dwarves arguing in the chamber.

A large chamber with bare stone walls and floor, this room seems even older than those around it. Four pillars run along the north wall between two exits.

The south end of the room is furnished with an old pine table and a few benches and chairs. Seated around this area are four dwarves--two male, two female--with their large axes close at hand. They appear to be enjoying a large amount of ale and raucous conversation. They look up at you and say, "Whatchoo lookin' at, scab-lickers?"

Inhabitants: The four dwarves are all possessed by demons that control their actions completely. They don't immediately attack the PCs, but instead are just belligerent, insulting, and extraordinarily crass. Eventually, they will attempt to



provoke a fight. Anyone making a Sense Motive check (DC 25) can see that the dwarves are not fully in control of their own actions. If a dwarf is slain, he drops dead to the floor, but a quasit pops out of the body, ready to continue the fight.

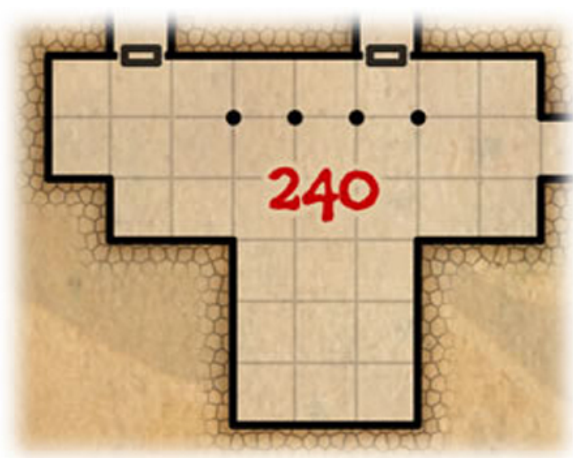
A *banishment*, *break enchantment*, *dismissal*, *dispel chaos*, or *dispel evil* spell will potentially end the possession, with the quasit coming out before the dwarf is dead. In this case, the freed dwarf will aid the PCs in the fight, although a dwarf will not attack another dwarf (just a quasit, if any are present).

The dwarf with the most hit points has a masterwork dwarven waraxe (+1 attack rolls).

Dwarf Warriors (4): hp 8, 6, 5, 5

Quasits (4): hp 15, 13, 12, 11

Tactics: The dwarves attack in a straightforward manner. When the quasits appear, however, they use their first action



to become invisible, and then try to scare off some of the PCs with their *cause fear* ability and attack any that remain.

Treasure: Each of the dwarves carries a bag with 10 gp. One of the dwarves wears a silver ring with the inscription, in Dwarf: “Forever strong.” It is worth 50 gp.

Freed Dwarves: If the PCs manage to free any of the dwarves from the possession without killing them, the dwarves will be quite grateful and give the PC what little treasure they have (but not their weapons or armor). The dwarves can also tell the PCs how to reach Level 8 from here. They will then bid the PCs farewell and attempt to leave the dungeon.

These dwarves, however, are members of a wealthy clan from a far off land. Two months after they are freed, a shipment of gold and jewels worth 1,000 gp arrives as a gift for the PCs in Brindenford, sent by the dwarves they rescued.

Development: The demons possessing these dwarves are thralls of the major demon in area 242. However, that demon won’t lift a finger to help out if he hears a fight going on here. He will, however, attempt to prepare for the intruders should they come up into his area.

REVISIT (EL 5)

When the PCs return, a pair of yeth hounds is here, feeding on the dwarf corpses (assuming that they are still here). They immediately fly up toward the ceiling, bay, and then swoop down to attack.

Yeth hounds
(2): hp 25, 19

Connections:
This chamber connects to areas 239, 241, 242, and 243.

See the Map of Level 7.

241. SHADOW PLAY (EL VARIES)

Summary: The shadows cast by the flames of an old kiln are more than they appear.

Sights and Sounds: This chamber is very dimly lit, and quiet.

This appears to be a workshop for making bricks. A large kiln occupies the north end of the room, from which the faint red glow of embers can be seen. Stacks of old bricks rest on the ground. The once-white walls are stained various shades of gray with years of soot. A few rusted tools lie next to the kiln.

Shadows: Creatures that come into this room must make a Will saving throw (DC 17) to avoid having their shadows become possessed. Possessed shadows take on an evil intelligence all their own. Treat them as shadows (the monster), but not as undead (they are demons). However, they don’t reveal their nature just yet. They wait until the PCs are dire straights in some other challenging encounter or are in some way ill prepared for an encounter (perhaps drunk



in the middle of a tavern in Brindenford?), and then they strike. They can be battled just like normal shadows--except that they can’t be turned. A *banishment*, *break enchantment*, *dismissal*, *dispel chaos*, or *dispel evil* spell will end the possession. A shadow that is slain disappears, and the PCs has no shadow. Creatures without shadows have a negative level that never turns into level drain, but can only be restored by a restoration spell or similar magic (but not normal healing).

Possessed shadow: hp 20

The Kiln: The fire in the kiln has a faint magical aura of evocation. It never truly cools, and if fuel is added, it will burn hot



once again. Amid the tools next to it (Search check DC 14) lies a thin, soot-covered brass scroll tube. Inside it are two scrolls, each bearing the spell *summon monster III*, although they will only summon a small fire elemental.

The Stacks: If the PCs bring their own light into this room, the shadows cast by the brick stacks become animate shadows that attack. These take the form of shadow mastiffs, except that instead of their bay supernatural ability they have abilities unique to the nature of the bricks that cast them. Similar to some earth elementals, they have DR 5/- and gain a +1 bonus to attack and damage rolls if both they and their foe are touching the ground.

Shadow mastiffs: hp 32, 28

Connections: This chamber connects to area 240 and area 242.

See the Map of Level 7.

242. THE DISAPPEARING DEMON (EL O OR 13)

Summary: An extremely powerful demon greets the players, but is then summoned away. When will it be back?

Sights and Sounds: This chamber is dimly lit. PCs making Listen checks (DC 15) can hear the demon moving around in the chamber.

Guttering torches along the western and southern walls illuminate this foul-smelling chamber. Someone long ago inscribed a large

pentagram on the floor here, in front of three sinister iron statues of armored men.

A horrific entity stands on the ceiling, upside down, looking down at you. Its monstrous torso sports four arms, the larger of the two ending in wicked, pincer-like claws. Its head is that of a tortured hound, baring a sinister grin. Suddenly, however, the demon looks very surprised, and then disappears.

Reverse

Gravity: The demon often maintains a *reverse gravity* effect in this room. However, after he disappears, it lasts for only 4 more rounds and then the gravity returns to normal.

Inhabitant:

The demon is a glabrezu, but it has been conjured by a spell cast by some far off mage (perhaps even a mage on a different world altogether).

Glabrezu: hp 174

Time Limit: Anyone making a Spellcraft check (DC 21) recognizes that the fiend was called away via a *planar binding* spell, and the fiend will likely be gone for a long time—hours or even days. Failure, however, suggests that it was a *summon monster* spell, which would mean that he will be gone just



a few rounds. It's also possible that the PCs will believe that the demon teleported away of his own volition.

Pentagram: PCs are likely to suspect that the pentagram has something to do with the summoning spell, but it doesn't. The demon merely likes to rest within its confines sometimes while here. It radiates a faint aura of conjuration magic, which is probably misleading. A Knowledge (the planes) check suggests that its real power is that demons heal at twice the normal rate while standing within the circle.

Statues: "The Three Evil Knights" is a well-known folk tale in the region. PCs can make a Knowledge (local) or Knowledge (history) check (DC 15) to recognize the reference. The three evil knights of the story travel the countryside to punish the wicked, but some versions of the tale imply that they actually reward the wicked, as the punishments tend to turn out to be blessings in disguise.

Inside the helmet of the southernmost statue (Search check DC 22), the PCs may discover the signet ring of Duke Chordille. This gold ring bears the emblem of the duchy, a falcon. It is worth 50 gp on its own, or 1,000 gp for its historical significance (PCs will need to make a Knowledge [history] or Knowledge [nobility and royalty] check [DC 18] to recognize it.) However, it also has a significant use on Level 8.

Development: If there is a fight or any kind of loud noise here, the demon-possessed dwarves in area 240 will come here to investigate.

REVISIT (EL 13)

The glabrezu is back. If the PCs come back here after the first encounter, well, they should have known better. However, the demon doesn't attack the PCs outright. Instead, it wants to tempt them to evil. As soon as the PCs come into the room, the glabrezu says, "I will grant a wish to the one of you that slays the others." And he's being truthful. If he gets no takers, he uses his *confusion* ability and then makes the offer again to those not affected (if any).

If he still has no takers, then he says, "I will grant a wish to the first among you who will swear fealty to the Dark Man." He will use *confusion* again if there are no takers.

He watches the PCs closely. If no one seems even slightly tempted, he will attack the PCs with the intent to subdue and capture them, putting them in the cells in area 193, or in the torture chambers in area 205 or



222. If one of them appears even somewhat tempted (Sense Motive +18) he will *teleport* away and revisit just that character again, days, weeks, or even months later, to make him a similar offer.

Connections: This chamber connects to areas 240, 241, 243, and 244.

See the Map of Level 7.

243. CORPSE IN THE CORRIDOR

Summary: One of three large alcoves along this corridor holds a nice reward. You will need the Note With the Bracers handout (see Appendix C).

Sights and Sounds: This corridor is dark and quiet.

Three large alcoves run along the eastern wall of this corridor. A tall archway marks the entrance of each. The corpse of a human man in chainmail is nailed to an X-shaped wooden cross propped up against the back wall of the middle alcove.

Corpse: This man was clearly tortured and disfigured before he was crucified here. His chainmail armor is his only possession, and it is ruined and worthless.

Northern Alcove: Anyone searching the northernmost alcove (Search check DC 25) finds a small, secret cache near the floor, behind a loose brick. Tucked into the back of the narrow

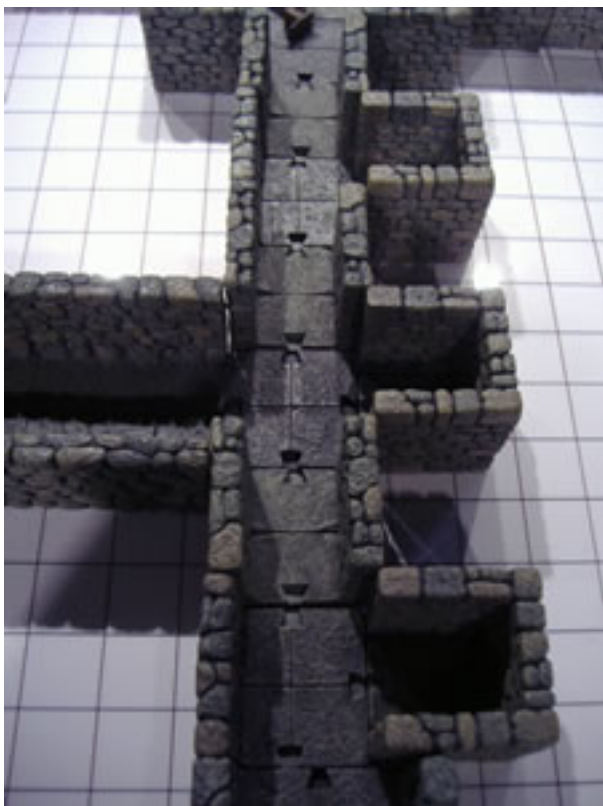
compartment, almost three feet deep--a character would have to lie on the ground and reach his whole arm into the dark hole--are a pair of gold bracers and a note. The bracers are *bracers of the endless armory*. If the PCs look at the note, show them the Note

With the Bracers handout. The note says, "Go ahead. Use these bracers. But before you put them on, you must swear that you'll help Kaddassas if you find her." This note was written by an adventurer from long ago named Tirthen who wanted to make sure his best magic item never fell into the hands of the demons here. His companion, Kaddassas, is now a ghost on Level 8. Regardless of whether a PC swears the oath or not, they'll feel themselves compelled to take specific actions to help Kaddassas if they encounter her on the next level down.

REVISIT (EL 7)

If the PCs return down this corridor later, they will find two of the level's residents fighting. A brute demon and a squamous demon thrash in battle here. If confronted, they will work together against intruders. If left alone, they will fight further, with the brute demon getting the upper hand and





the squamous demon *teleporting* away. The brute demon will have only 48 hp when the battle is done and he will be only a CR 5 challenge. Neither demon has any treasure.

Brute demon: 75 (currently 61)

Squamous demon: 58 (currently 49)

Connections: This chamber connects to areas 239, 240, 242, and 244.

See the Map of Level 7.

New Item

Bracers of the Endless Armory: These impressive gold bracers have inset strips of golden oak, delicately etched with images of weapons of all kinds. The wearer can, as

a free action, activate the bracers so that a masterwork melee weapon of whatever sort he desires appears in either (or even both) hands. These weapons disappear as soon as he lets go of them, so they cannot be thrown, given away, or sold.

If the wearer is at least 8th level, the weapons are magical, with a +1 enhancement bonus.

If the wearer is at least 12th level, the weapons are of a desired material: silver, cold iron, adamantite, and so on.

If the wearer is at least 15th level, the weapons can have any magical weapon enhancement that is the equivalent of a +1 bonus.

Strong conjuration; CL 13; Craft Wondrous Item, Craft Magic Arms and Armor, major creation, limited wish; Price 20,000 gp

Squamous Demon

Squamous Demon (Chaotic Evil)

Medium Outsider (Extraplanar) **CR 6**

HD 6d8+30 **hp** 58

Init +5 **Speed** 30 feet, Swim 30 feet

AC 22, touch 11, flat-footed 21

BAB/Grapple +6/+11

Attack +11 melee (1d8+5+poison, bite)

Full Attack +11 melee (1d12+5+poison, bite) and +9 melee (1d6+3 plus poison, two claws)

SA Poisons, spell-like abilities, summon demons

SQ Damage Reduction 5/cold iron or good, darkvision 60 feet, immunity to electricity

and poison, resistance to acid 10, cold 10, and fire 10, spell resistance 15

Fort +11 **Ref** +6 **Will** +7

Str 20, **Dex** 13, **Con** 21, **Int** 18, **Wis** 14, **Cha** 15

Crucial Feats Dodge

Other Feats Improved Initiative, Multiattack

Crucial Skills Bluff +11, Climb +14, Disguise +11, Hide +10, Jump +14, Listen +11, Move Silently +10, Sense Motive +11, Spot +11

Other Skills Knowledge (arcana) +13, Knowledge (religion) +13, Knowledge (the planes) +13

These bizarre-looking, scaly demons seem like serpents. Their gangly arms bear poisoned spurs and their eyes are inside their mouth, along with a smaller secondary mouth. Squamous demons come in two varieties, a brown and white demon that prefers dry, dusty climes and a green and yellow amphibious version.

Other than the thick, scaly hides that give them their name, squamous demons are known for illusion and trickery. They serve as both infiltrators and guards for more powerful demons, or as evil hunters on their own.



Combat: Squamous demons are cunning and guile incarnate. They like to first fool their foes with illusions, tricks, and *invisibility*, then slay them when their guard is down. They delight in tricking their enemies as much as physically destroying them, if not more.

Claw Poison: DC 18, 1d3 Str/1d3 Str. Save DC is Constitution based.

Bite Poison: DC 18, 1d3 Wis/1d3 Wis. Save DC is Constitution based

Spell-like abilities (Sp): At will--*greater teleport* (self plus 50 pounds of objects only); 1/day--*desecrate*, *invisibility*, *mirage arcana* (DC 19), *rainbow pattern* (DC 18), *seeming* (DC 19); Caster Level 6th. The save DCs are Intelligence based.

Summon Demon (Sp): Once per day, a squamous demon can attempt to summon another of squamous demon with a 20% chance of success. This is the equivalent of a 3rd level spell.



244. OLD WORKROOM

Summary: This old workshop offers the means to spy on Czarzem the Wicked.

Sights and Sounds: This chamber is dark and quiet.

This chamber appears to have once been some kind of workshop, but now lies in disarray. A table lies on its side and tools lie scattered across the floor, amid some broken jars and pots. You also see a shelf with more tools, a few broken chairs, and a small anvil. The western wall has some kind of oven or forge built into it, but it is very small. An empty wooden barrel sits next to it.

The Tabletop Mirror: The table has a mirrored surface built into its center, about 12 inches across. It has an aura of faint divination magic. If someone gazes into this mirror, they see into area 235, from the vantage point of the throne. Concentration however (Concentration check DC 20) allows a character to move the vantage point to anywhere within areas 235, 236, or 237.

Background: Ages ago, this was one of the many workshops of the Mages Four and their servants. Those working here worked mainly on cloth and leather, although they also made rivets and studs here. The mirror was a kind of communication device but the others like it are now long since destroyed.



REVISIT (EL 7)

When the PCs return to this chamber, a demon-possessed troll (another thrall of the demon in area 242) leads a nightmare through this area on its way from the gate in area 231 to present the steed as a gift to Czarzem in area 235. They react with vicious hostility at the sight of any intruders. As with the possessed dwarves in area 240, if the troll is slain, a quasit appears and attacks. Unlike the dwarves, if freed from the possession, the troll is not grateful and continues to attack the PCs.

The troll wears a +1 *ring of resistance* (which functions just like a *cloak of resistance*, adding +1 to all his saves) and a silver bracer with inlaid lapis lazuli on his ankle (worth 450 gp).

Troll: hp 65

Nightmare: hp 45

Quasit: hp 14

Connections: This chamber connects to areas 233, 242, 243, and 245.

See the Map of Level 7.

245. ONE LAST TRIAL (EL 7)

Summary: The forces of Rivenyk make one last attempt to snare the PCs before they get a chance to go down to Level 8.

Sights and

Sounds: This chamber is dark and quiet.

The floor of this rectangular chamber is covered in a rug of black and gold. Tapestries hang upon the otherwise bare stone walls, depicting somber scenes: funeral processions, a lone figure on a hill, a pair of children standing beside a grave. A staircase in the north end of the room descends into deep darkness. The steps appear to be made of intricately arranged bones of various sizes.

Inhabitant: An invisible demon lurks in this chamber. If the PCs attempt to descend down the stairs, it attempts to possess one of them. Each character, in a random order must make a Will save (DC 16). This ends when one character fails or all succeed. If a character fails, he becomes possessed. If all characters succeed, the demon takes physical form: an incubus. This being is a

sort of succubus except that its natural form is male and it does not have wings (and thus, no fly speed). It also cannot become ethereal. It can, however, become *invisible* at will and use *improved invisibility* once each day for 8 consecutive rounds. It wields a +2 *dagger* and has a sneak attack ability of +1d6.

Incubus (succubus): hp 40

Possession: If a character is possessed, the demon has complete control over them, exactly as if they were under the effects of a *dominate person* spell. Right away, the possessed character attempts to convince the others not to leave Level 7. It uses whatever tact will work: the assurance of treasure, the thrill of the challenge, the moral correctness of slaying demons. If this works, the demon attempts to lead

the PCs into a trap, where they are attacked by other demons. In this case, the possessed character turns on his friends. Such an act, of course, gives the character a new try at a saving throw.

If the PCs proceed down the stairs anyway, the possessing demon still tries to lead them into a dangerous situation where it can spring on the PCs in the form of the possessed character.

Abanishment, breakenchantment, dismissal, dispel chaos, or dispel evil spell will end the possession, at which time the incubus manifests immediately and attacks.

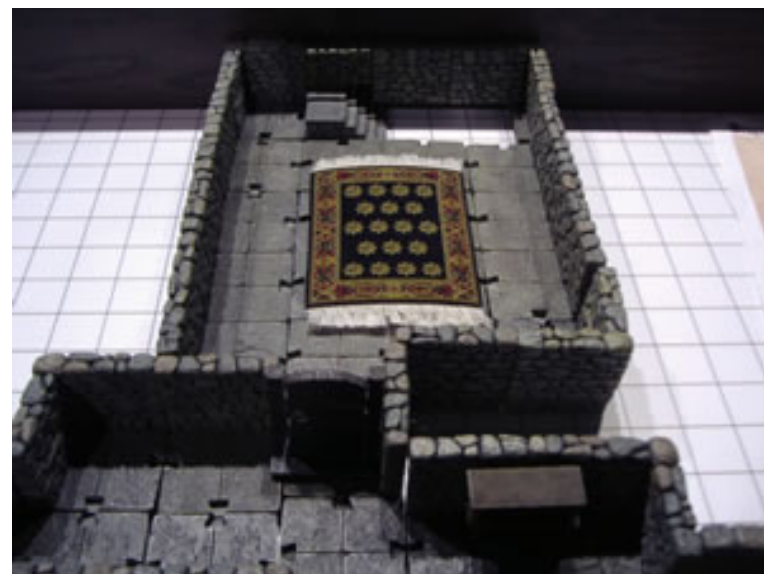
Tactics: If forced into combat, the incubus uses its improved invisibility to attack foes with its sneak attack. It *teleports* away if reduced to less than 10 hit points.

Treasure: In addition to its magic dagger, the demon wears a belt with a golden buckle in the shape of a pair of crossed swords worth 120 gp.

Stairs: The stairs are shallow stone steps, each with a smooth layer of carefully fit bones of all kind atop them held in place with mortar. This is a long and winding flight of stairs that doubles back a total of more than 100 feet to the south before they end. They lead down to Level 8.

Connections: This chamber connects to area 244 and area 246.

See the Map of Level 7.



APPENDIX A: MONSTERS & NPCS

Brute Demon (Chaotic Evil) (Room 197)

Large Outsider (Chaotic, Extraplanar, Evil)

CR 6 **HD** 6d8+48 **hp** 75

Init +0 **Speed** 30 feet

AC 21, touch 9, flat-footed 21

BAB/Grapple +6/+19

Attack +14 melee (1d8+9, slam)

Full Attack +14 melee (1d8+9, two slams)

Space/Reach 10 feet/10 feet

SA Spell-like ability: Desecrate 1/day

SQ Damage Reduction 5/cold iron or good, darkvision 60 feet, immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, spell resistance 15

Fort +13 **Ref** +5 **Will** +7

Str 28, **Dex** 11, **Con** 26, **Int** 4, **Wis** 9, **Cha** 8

Crucial Feats Cleave, Power Attack

Other Feats Iron Will

Crucial Skills Climb +16, Jump +16, Listen +8, Spot +8

Other Skills Knowledge (the planes) +6

Brute demons are among the simplest and most basic demons. They are employed by more powerful demons as guards and soldiers. They are lazy (they like to sleep, even though they do not need to), and given to vices like overeating, alcohol, and lust.

Unlike most demons, they cannot speak

telepathically (they can speak a little Abyssal verbally) and have almost no magical abilities. They don't even summon other demons.

Combat: In combat brute demons are true to their name and simply move into melee swinging. They do not employ tactics of any kind and can follow only the simplest of orders (and even then sometimes fail to do so). They have no skill with weapons or armor and just pummel with their fists.

Spell-like abilities (Sp): 1/day--*desecrate*. Caster Level 6th.

Brute Demon (Chaotic Evil) (Room 203)

Large Outsider (Chaotic, Extraplanar, Evil)

CR 6 **HD** 6d8+48 **hp** 75

Init +0 **Speed** 30 feet

AC 21, touch 9, flat-footed 21

BAB/Grapple +6/+19

Attack +14 melee (1d8+9, slam)

Full Attack +14 melee (1d8+9, two slams)

Space/Reach 10 feet/10 feet

SA Spell-like ability: Desecrate 1/day

SQ Damage Reduction 5/cold iron or good, darkvision 60 feet, immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, spell resistance 15

Fort +13 **Ref** +5 **Will** +7

Str 28, **Dex** 11, **Con** 26, **Int** 4, **Wis** 9, **Cha** 8

Crucial Feats Cleave, Power Attack

Other Feats Iron Will

Crucial Skills Climb +16, Jump +16, Listen +8, Spot +8

Other Skills Knowledge (the planes) +6

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Unlike most demons, they cannot speak telepathically (they can speak a little Abyssal verbally) and have almost no magical abilities. They don't even summon other demons.

Combat: In combat brute demons are true to their name and simply move into melee swinging. They do not employ tactics of any kind and can follow only the simplest of orders (and even then sometimes fail to do so). They have no skill with weapons or armor and just pummel with their fists.

Spell-like abilities (Sp): 1/day--*desecrate*. Caster Level 6th.

Brute Demon (Chaotic Evil) (Room 222)

Large Outsider (Chaotic, Extraplanar, Evil)

CR 6 **HD** 6d8+48 **hp** 75

Init +0 **Speed** 30 feet

AC 21, touch 9, flat-footed 21

BAB/Grapple +6/+19

Attack +14 melee (1d8+9, slam)

Full Attack +14 melee (1d8+9, two slams)

Space/Reach 10 feet/10 feet

SA Spell-like ability: Desecrate 1/day

SQ Damage Reduction 5/cold iron or good, darkvision 60 feet, immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, spell resistance 15

Fort +13 **Ref** +5 **Will** +7

Str 28, **Dex** 11, **Con** 26, **Int** 4, **Wis** 9, **Cha** 8

Crucial Feats Cleave, Power Attack

Other Feats Iron Will

Crucial Skills Climb +16, Jump +16, Listen +8, Spot +8

Other Skills Knowledge (the planes) +6

Brute demons are among the simplest and most basic demons. They are employed by more powerful demons as guards and soldiers. They are lazy (they like to sleep, even though they do not need to), and given to vices like overeating, alcohol, and lust.

Unlike most demons, they cannot speak telepathically (they can speak a little Abyssal verbally) and have almost no magical abilities. They don't even summon other demons.

Combat: In combat brute demons are true to their name and simply move into melee swinging. They do not employ tactics of any kind and can follow only the simplest of orders (and even then sometimes fail to do so). They have no skill with weapons or armor and just pummel with their fists.

Spell-like abilities (Sp): 1/day--desecrate. Caster Level 6th.

Coveth Maar (Room 193)

Female Human (Neutral Evil)

Ranger 8 **CR** 8

Init +4 **Speed** 30 feet

HD 8d10+16 **hp** 47

AC 14, touch 14, flat-footed 10

Languages Abyssal, Common, Draconic

BAB/Grapple +8/+11

Attack +11 melee (one-handed weapon) or +12 ranged

Full Attack +10/+5 melee (one-handed weapon) and +11 melee (light weapon) or +12 ranged

SQ favored enemy (humans +4, demons +2), swift tracker, wild empathy and woodland stride

Fort +8 **Ref** +6 **Will** +5

Str 17, **Dex** 18, **Con** 15, **Int** 14, **Wis** 13, **Cha** 12

Crucial Feats Combat Reflexes, Endurance

Other Feats Improved Two-Weapon Fighting, Iron Will, Track, Two-Weapon Fighting, Weapon Finesse

Crucial Skills Concentration +12, Handle Animal +11, Jump +11, Listen +8, Spot +6, Survival +12, Use Magic Device +5.

Other Skills Knowledge (Local) +4, Ride +16, Search +10

Spells 2 CL 4, +12 melee touch, +12 ranged touch

1st -- *calm animals* (DC 12/W), *detect snares and pits*

Possessions None.

Tactics: Coveth asks the PCs to free her, assuring them (truthfully) that she hates the demons and wants nothing more than to kill them. If she is freed, she will join the group if they appear competent, assuming that they can give her a weapon or two. Her own equipment is long gone. Otherwise, she will head for the surface using the Old Man's Tunnel. She is familiar with much of Level 5, the western half of Level 6, and areas 183-194, although she doesn't know about the shifting nature of 184. She can also warn them about Czarzem, a "extremely powerful demon made of flies," and she will report that she has seen a vrock, a succubus, and some vargouilles while she has been imprisoned here. If the PCs don't know what those creatures are, she won't bother to explain. She's not much at explaining.

What she doesn't tell the PCs is that she hates other humans more than she hates demons. She is a psychotic killer that will eventually turn on the PCs (no matter what race they are, but she will attempt to murder any humans first). She makes her move when the PCs are at their most vulnerable and when it will not put her in undue danger herself.

Crasien (Room 225)

Wizard 7 **CR** 7

Male Tiefling (Neutral Evil)

Medium Outsider (Native)

Init +2 **Speed** 30 feet

HD 7d4+7 **hp** 30

AC 16, touch 12, flat-footed 14

Languages Common, Infernal, Halfling, Orc, Gnome, Elven, Draconic

BAB/Grapple +3/+3

Attack +3 melee (1d6, quarterstaff)

SA spell-like abilities 1/day - darkness (CL 7)

SQ darkvision 60 ft., resistance cold 5 and electricity 5 and fire 5

Fort +3 **Ref** +4 **Will** +6

Str 11, **Dex** 14, **Con** 13, **Int** 20, **Wis** 12, **Cha** 8

Crucial Feats Spell Penetration

Other Feats Brew Potion, Craft Magic Arms and Armor, Craft Wand, Craft Wondrous Item, Scribe Scroll

Crucial Skills Bluff +4, Concentration +10, Hide +7, Spot +4.

Other Skills Craft (alchemy) +9, Decipher Script +15, Knowledge (Arcana) +15, Spellcraft +16

Spells CL 7, +3 melee touch, +5 ranged touch

4th--*dimension door*, *stoneskin* (DC 19)

3rd--*displacement*, *fly*, *lightning bolt* (DC 18)

2nd--*hypnotic pattern* (DC 17), *resist energy* (DC 17), *summon monster II*, *whispering wind*

1st--*mage armor*, *magic missile*, *shield*, *sleep* (DC 16), *ventriloquism* (2) (DC 16)

0--*disrupt undead*, *light*, *mending* (DC 15), *ray of frost*

Possessions Quarterstaff, wand of summon monster II (40 charges), wand of magic missile

(CL 7, 35 charges), *potions of protection from energy (cold)*, *levitate*, and *cure serious wounds*, *scroll of dimension door*, 10 pp, 16 gp, cloak clasp with black jet (250 gp), key to the chest in area 228.

Vedbig, Crasien's bat familiar: hp 15

Tactics: Crasien already has mage armor cast (and it is figured into his stats). His first order of business if he becomes aware of intruders is to contact the half-fiends in area 224 either directly or by *whispering wind*. If he knows trouble is near, he casts *stoneskin* and *shield* (giving him AC 20), and *displacement* if there's time (otherwise, it's the first spell he casts in combat). He's quick to use *dimension door* to get out of trouble, or just to grant himself a breather while he casts defensive spells (if caught off guard) or heal (if wounded). He's not brave, but he is vindictive, so he's likely to attempt to flee if endangered, but to return later to get revenge. He prefers Vedbig to stay out of combat, using him as a spy or scout rather than a fighter.

Coatrack: One of the cloaks is made entirely of feathers. It is fragile, but worth 85 gp.

Treasure: There are two books of particular interest here, resting on the table. The first is Crasien's journal. Because of the difficulties involved in reading it, you may require the PCs to make Decipher Script checks (DC 20) and to spend many hours studying it before you show the players the Crasien's Journal handout. The second is his spellbook. It contains the following spells:

0--*acid splash*, *arcane mark*, *dancing lights*, *daze*, *detect magic*, *detect poison*, *disrupt undead*, *flare*, *ghost sound*, *light*, *mending*, *mage hand*, *message*, *open/close*, *prestidigitation*, *ray of frost*, *read magic*, *resistance*, *touch of fatigue*

1st--*color spray*, *disguise self*, *hypnotism*, *jump*, *mage armor*, *magic missile*, *mount*, *obscuring mist*, *shield*, *sleep*, *summon monster I*, *ventriloquism*

2nd--*bull's strength*, *glitterdust*, *hypnotic pattern*, *invisibility*, *levitate*, *resist energy*, *summon monster II*, *whispering wind*

3rd--*deep slumber*, *displacement*, *fly*, *halt undead*, *lightning bolt*, *protection from energy*

4th--*dimension door*, *stoneskin*

Czarzem the Wicked (Room 235)

Unique Demon (Chaotic Evil)

Medium Outsider (Chaotic, Evil) **CR** 12

Init +6 **Speed** 30 feet, Fly 30 feet (perfect)

HD 10d8+50 **hp** 95

AC 22, touch 16, flat-footed 16

Languages Abyssal, Common, Telepathy

BAB/Grapple +10/+14

Attack +14 melee touch (1d6+2d6 against good plus poison and disease, touch)

SA Unholy touch (+2d6 damage against good creatures), poison touch (DC 20, 1d4 Wis/1d4 Wis), disease touch (DC 20, demon fever), spell-like abilities: At will--*cause fear*, *hypnotism*, *shocking grasp*, *greater teleport* (self plus 50 pounds of objects only); 3/day-

darkness, desecrate, charm monster, etherealness, fear, hold monster, summon swarm. 1/day--insect plague, unholy blight (Will DC 20); summon 1 brute demon 100% chance 1/day.

SQ Low-light and darkvision 60 feet, immunity to electricity and poison, resistance acid 10, cold 10, and fire 10, damage reduction 5/magic and cold iron (or good) and bludgeoning, and spell resistance 21, regeneration 5 (fire and acid deal normal damage)

Fort +12, **Ref** +13, **Will** +15

Str 18, **Dex** 23, **Con** 20, **Int** 21, **Wis** 22, **Cha** 18

Crucial Feats Quicken Spell-Like Ability

Other Feats Alertness, Iron Will, Lightning Reflexes

Crucial Skills Climb +12, Escape Artist +8, Hide +4, Listen +9, Move Silently +8, Spot +9, Sense Motive +3

Other Skills Search +4, Survival +3

Possessions key to area 237, black ebony ring (200 gp)

Demon Bear (Chaotic Evil) (Room 209)

Huge magical beast (extraplanar) **CR** 10

Init +0 **Speed** 40 feet

HD 17d8+102 **hp** 201

AC 18, touch 9, flat-footed 8

BAB/Grapple +12/+32

Attack +25 melee (2d6+10, claw)

Full Attack +25 melee (2d6+10, 2 claws) and +23 melee (3d8+5, bite)

SA Improved Grab

SQ Darkvision 60 feet, Low-light vision, scent, DR 10/magic, SR 22, resistance to fire 10, resistance to cold 10

Fort +14 **Ref** +8 **Will** +9

Str 39, **Dex** 11, **Con** 23, **Int** 14, **Wis** 13, **Cha** 12

Crucial Feats Combat Reflexes, Endurance

Other Feats Alertness, Endurance, Iron Will, Multiattack, Run, Weapon Focus (claw)

Crucial Skills Listen +13, Spot +12, Swim +17

Other Skills N/A

Tactics: The bear attacks everything it sees and fights to the death. If it grabs a foe, it uses the option to hold a foe, taking a -20 penalty to its grapple check so that it is not considered grappled itself (allowing it to keep its Dex bonus to AC, to threaten areas, and to use its other claw and bite attacks on other foes).

Desaak (Room 229)

Troll Half-Fiend (Chaotic Evil)

Large Outsider (Native) **CR** 8

Init +4 **Speed** 30 feet

HD 6d8+42 **Hit points** 69

AC 27, touch 12, flat-footed 24

Languages Abyssal

BAB/Grapple +4/+16

Attack +12 melee (3d6+13+2d6 against good, greataxe) or +11 melee (1d6+8, claw)

Full Attack +12 melee (3d6+13+2d6 against good, greataxe) and +6 melee (1d8+4, bite)

or +11 melee (1d6+8, 2 claws) and +6 melee (1d8+4, bite)

SA Rend (2d6+12), smite good 1/day (+6 damage), spell-like abilities: 3/day--*darkness. 1/day--desecrate, unholy blight* (Will DC 13)

SQ Low-light and darkvision 60 feet, immunity to poison, resistance acid 10, cold 10, electricity 10 and fire 10, damage reduction 5/magic and spell resistance 16, regeneration 5 (fire and acid deal normal damage)

Fort +12, **Ref** +6, **Will** +3

Str 27, **Dex** 18, **Con** 25, **Int** 10, **Wis** 9, **Cha** 8

Crucial Feats N/A

Other Feats Alertness, Iron Will, Track

Crucial Skills Climb +12, Escape Artist +8, Hide +4, Listen +9, Move Silently +8, Spot +9, Sense Motive +3,

Other Skills Search +4, Survival +3

Possessions +1 *spiked mithral plate armor*, +1 *unholy greataxe*, 140 gp

Tactics: Although against foes clearly good and nicely grouped Desaak will unleash an *unholy blight*, he mainly just charges in and hacks with his axe, roaring the entire time. He fights to the death.

Desaak's Armor: Desaak's armor is cursed. To function, it must have at least 10 hit points worth of blood splattered against it each day. This must be done while no one is wearing it. (This isn't hard for a troll, who can use his own blood if need be--he just regenerates it back in 2 rounds.) This curse reduces the value of the armor by -3000 gp.

Eulalai Pujalt (Room 217)

Female Halfling (Chaotic Neutral)

Sorcerer 7 CR 7

Init +2 **Speed** 20 feet

AC 19, touch 15, flat-footed 15

HD 7d4+28 **hp** 45

Languages Common, Halfling, Dwarven

BAB/Grapple +3/-2

Attack +3 melee (1d4-1, club)

Fort +9 **Ref** +7 **Will** +7

Str 9, **Dex** 18, **Con** 18, **Int** 13, **Wis** 12, **Cha** 18

Crucial Feats N/A

Other Feats Alertness, Craft Wand, Great Fortitude, Scribe Scroll

Crucial Skills Climb +2, Concentration +9, Hide +9, Jump -5, Listen +5, Move Silently +9, Spellcraft +6, Spot +3

Other Skills Knowledge (Arcana) +6

Spells 6/7/7/5, +2 melee touch, +5 ranged touch

3rd--*gaol* (DC 17), *lightning bolt* (DC 17)

2nd--*arcane lock*, *web* (DC 16), *whispering wind*

1st--*hypnotism* (DC 15), *jump* (DC 15), *mage armor*, *reduce person* (DC 15), *summon monster I*

0--*acid splash*, *daze* (DC 14), *ghost sound* (DC 14), *message*, *prestidigitation*, *ray of frost*, *read magic*

Possessions Club.

Tactics: Eulalai currently has *mage armor* cast (and this is figured into her AC). She hides

at first, but if the PCs look like they might be friendly, she reveals herself. Of course, after being fooled so many times on this level, the PCs may be hesitant to trust. If they actually attack her, she use *gaol* and *lightning bolt* to slow them down as much as possible and then flee.

Eulalai as Ally: Eulalai could be a very valuable ally. She knows where the buttons are in area 221 to deactivate the traps in area 219. She knows how to move area 184, and about the teleporter in area 200. She was a friend of Serrestique and is actually on Level 7 looking for an entity called the *Vraedix* which has the key to her freedom (area 139 has more information). Eulalai knows that Serrestique is on Level 5, imprisoned by evil mages that dwell there. Of course, her information is out of date. The mages are gone, but her friend is still there. She knows much about Level 1-7, actually, but her information is all very out of date, so she knows nothing of the *Venom Cult*, for example.

She will work with the PCs, assuming that they agree to help find the *Vraedix* (whatever it is) and free Serrestique. Eulalai's not particularly altruistic, but she's fiercely loyal. And she's eager to get revenge on the demons. Of her friend, Eulalai will explain that the two of them explored some of the dungeon together, but Serrestique's fascination with the Mages Four and her interest in actually living in the dungeon resulted in the two of them eventually parting company. When Eulalai discovered that Serrestique was imprisoned, she came

here to help. If given the chance, Eulalai will eventually show her gratitude in making the PCs some scrolls and even a wand made to order. But that would likely happen much later on.

The DM should make a point to show, in small ways, how lucky Eulalai is. When she makes her saves, describe it as some incredible coincidence (she happens to duck at just the right time, a stone falls from the ceiling and gives her a half second of needed cover, etc.). You may even want to fudge some roles just to get the point across.

Eulalai as PC: If a replacement PC is needed, Eulalai makes an obvious choice. Her really good stats threaten to make her slightly overpowered, but her lack of gear probably makes it all even. You should probably forget about the uncanny luck aspect of her character, except as flavor.

Treasure: PCs searching the side rooms find shelves of miscellaneous (and mostly uninteresting) odds and ends: empty jars, baskets, and bottles, a broken padlock, a bowl of used tindertwigs, some empty burlap bags, a few old belts, and a chess set missing about half the pieces. However, in a locked cabinet (DC 22 to open), PCs will find a +1 *evil outsider bane shortsword*, 2 *evil outsider slaying arrows*, and a *greater slaying arrow* keyed to chaotic outsiders.

Development: If Coveth from area 193 is here, she will claim the arrows and shortsword as her own (and she's telling the truth). It's probably worth noting that Coveth and Eulalai will not get along at all.

Background: It was Eulalai who defeated the medusa and girallon long ago in area 84.

Connections: This chamber connects to area 213 and area 218.

See the Map of Level 7.

Fiendish Dire Rat (Chaotic Evil) (Room 230)

Medium Magical Beast (Extraplanar)

CR 2 **Init** +3 **Spd** 40 feet, climb 20 feet

HD 6d8+12 **hp** 39

AC 14, touch 13, flat-footed 11;

BAB/Grapple +4/+6

Attack +7 melee (1d6+3 plus disease, bite)

SA Disease (filth fever DC 15), *smite good* 1/day +6 damage

SQ Darkvision 60 ft., low-light vision, resistance cold/fire 5, scent, Damage Reduction 5/magic, Spell Resistance 11

Fort +7, **Ref** +8, **Will** +6

Str 14, **Dex** 16, **Con** 14, **Int** 3, **Wis** 12, **Cha** 4

Crucial Feats N/A

Other Feats Alertness, Dodge, Stealthy, Weapon Finesse

Crucial Skills Climb +11, Hide +9, Listen +4, Move Silently +8, Spot +4, Swim +11

Other Skills N/A

Fiendish Gorgon (Chaotic Evil) (Room 183)

Large Magical Beast (Extraplanar) **CR** 9

HD 8d10+40 **hp** 84

Init +4 **Speed** 30 feet

AC 20, touch 9, flat-footed 20

BAB/Grapple +8/+17

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

SA Breath weapon (60 foot cone every 1d4 rounds, 5/day max, turn to stone, Fort DC 19), smite good 1/day +8 damage, trample 1d8+7 (Reflex DC 19 for half)

SQ Darkvision, low-light vision, DR 5/magic, resistance to cold/fire 5, SR 13

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

Str 21, **Dex** 10, **Con** 21, **Int** 2, **Wis** 12, **Cha** 9

Crucial Feats N/A

Other Feats Alertness, Improved Initiative, Iron Will

Crucial Skills Listen +9, Spot +8

Other Skills N/A

Fiendish Troglodyte Warrior (Random Encounter)

Female Troglodyte (Chaotic Evil)

Medium Humanoid (Extraplanar, Reptilian)

Warrior 2 **CR** 4

HD 2d8+3d8+15 **hp** 37

Init +0 **Speed** 20 feet

Languages Draconic

AC 21, touch 10, flat-footed 21

BAB/Grapple +4/+6

Attack +7 melee (1d8+2, longsword) or +5 ranged (1d6, javelin)

Full Attack +7 melee (1d8+2, longsword) and +4 melee (1d4+2, claw) and +4 melee (1d4+1, bite) or +5 ranged (1d6+2, javelin)

SA Smite good 1/day (+5 damage) stench 30 feet (Save DC 14)

SQ Darkvision, DR 5/magic, resistance to cold/fire 5, SR 10

Fort +9 **Ref** +1 **Will** +0

Str 15, **Dex** 10, **Con** 16, **Int** 9, **Wis** 8, **Cha** 8

Crucial Feats N/A

Other Feats Multiattack, Weapon Focus (longsword), Weapon Focus (javelin)

Crucial Skills Climb +1, Hide +0, Listen +4

Other Skills N/A

Possessions Breastplate, longsword, 3 javelins, 14 gp, 20 sp

Fiendish Troglodyte Warrior (Room 190)

Female Troglodyte (Chaotic Evil)

Medium Humanoid (Extraplanar, Reptilian)

Warrior 2 **CR** 4

HD 2d8+3d8+15 **hp** 37

Init +0 **Speed** 20 feet

Languages Draconic

AC 21, touch 10, flat-footed 21

BAB/Grapple +4/+6

Attack +8 melee (1d8+2, longsword) or +5 ranged (1d6, javelin)

Full Attack +8 melee (1d8+2, longsword) and +4 melee (1d4+2, claw) and +4 melee (1d4+1, bite) or +5 ranged (1d6, javelin)

SA Smite good 1/day (+5 damage) stench 30 feet (Save DC 14)

SQ Darkvision, DR 5/magic, resistance to cold/fire 5, SR 10

Fort +9 **Ref** +1 **Will** +0

Str 15, **Dex** 11, **Con** 16, **Int** 9, **Wis** 8, **Cha** 8

Crucial Feats N/A

Other Feats Multiattack, Weapon Focus (longsword), Weapon Focus (javelin)

Crucial Skills Climb +1, Hide +0, Listen +4

Other Skills N/A

Possessions Breastplate, masterwork longsword, 3 javelins, potion of cure light wounds, 8 gp, 12 sp

Background: This band of all-female troglodytes descends from a small band of their kind drawn into the Abyss in a botched ritual. These creatures struggled against the horrific conditions and demonic creatures there for generations, their young taking on a taint of the place. Against all odds, they flourished and today their numbers are vast. Some have learned that they can return to the prime material plane, but only in the service of powerful demon lords.

Treasure: The bag contains 499 gp, 207 sp, and 826 cp. None of the tools and weapons here have any real value.

Fiendish Troglodyte Warrior (Room 213)

Female Troglodyte (Chaotic Evil)

Medium Humanoid (Extraplanar, Reptilian)

Warrior 2

CR 4

HD 2d8+3d8+15

hp 37

Init +0

Speed 30 feet

Languages Draconic

AC 21, touch 10, flat-footed 21

BAB/Grapple +4/+6

Attack +7 melee (1d8+2, longsword) or +5 ranged (1d6, javelin)

Full Attack +7 melee (1d8+2, longsword) and +4 melee (1d4+2) and bite (1d4+1) or +5 ranged (1d6, javelin)

SA Smite good 1/day (+5 damage) stench 30 feet (Save DC 14)

SQ Darkvision, DR 5/magic, resistance to cold/fire 5, SR 10

Fort +9 **Ref** +1 **Will** +0

Str 15, **Dex** 10, **Con** 16, **Int** 9, **Wis** 8, **Cha** 8

Crucial Feats N/A

Other Feats Multiattack, Weapon Focus (longsword), Weapon Focus (javelin)

Crucial Skills Climb +1, Hide +0, Listen +4

Other Skills N/A

Possessions Breastplate, longsword, 3 javelins, 14 gp, 20 sp

Hanged Man (Room 204)

Chaotic Evil

Medium Undead

CR 4

HD 6d12

hp 37

Init +6

Speed 30 feet

AC 18, touch 12, flat-footed 16

BAB/Grapple +3/+7

Attack +7 ranged touch (drag) or +7 melee (1d4+4, claws)

Full Attack +7 ranged touch (drag) or +7 melee (1d4+4, 2 claws)

Space/Reach 5 ft./5 ft. (20 ft. with rope)

SA Drag, rope

SQ Darkvision 60 feet, undead traits

Fort +2, **Ref** +4, **Will** +5

Str 18, **Dex** 15, **Con** -, **Int** 9, **Wis** 11, **Cha** 13

Crucial Skills Climb +11* (+2 when climbing ropes), Hide +9, Move Silently +9

Other Skills Use Rope +14*

Crucial Feats Dodge

Other Feats Improved Initiative, Weapon Focus (rope)

This creature has pale skin pulled tight over its bones. Its head hangs at an odd angle, seemingly unsupported by a broken neck. A rotted noose and several feet of rope hang from its neck and trail off behind it. It eyes have no pupils.

A hanged man is the restless corpse of an evil humanoid that was hanged or the spirit of one wrongfully accused of a crime and hanged. It is a malevolent and vengeful creature that attacks living creatures on sight.

Hanged men are usually encountered near the area where they were killed or in cemeteries, mausoleums, or graveyards where their body was laid to rest. They prey

on the living and are found near civilized areas where their food supply is plentiful. Their lairs are either their final resting places or secluded and overgrown areas near the place of their death. The lairs are always scattered with the remains of its victims, including any treasure a former meal happened to be carrying.

Hanged men do not speak, but they can utter choked gurgles, gasps, and strangled moans.

Combat: A hanged man attacks primarily with its rope, which has become imbued with negative energy and now acts as an extension of the hanged man itself. It uses its rope to capture victims and draw them in, at which point it rips and tears them to shreds with its filthy claws.

Drag (Ex): If a hanged man hits with its rope attack, the rope latches onto the opponent's body. This deals no damage but drags the opponent 10 feet closer each subsequent round (provoking no attack of opportunity) unless that creature breaks free, which requires an Escape Artist check (DC 21) or a Strength check (DC 17). The check DCs are Strength based, and the Escape Artist Difficulty Class includes a +4 racial bonus. A hanged man can draw a creature to within 5 feet of itself and attack with both claws with a +4 attack bonus in the same round.

Rope (Su): The rope of a hanged man is about 30 feet long and can lash forward 20 feet or upward 10 feet to grab a victim and drag it closer to the hanged man (see its drag ability, above). The rope has AC 22,

hardness 10, and 10 hit points, and it has damage reduction 5/slashing. If the hanged man's rope is severed (by reducing it to 0 or less hit points), both the rope and the hanged man are destroyed. Upon the hanged man's destruction, the rope crumbles to dust.

Skills: Using its animated rope, a hanged man has a +10 racial bonus on Climb checks. Hanged men have a +6 racial bonus on Use Rope checks.

By Scott Greene; originally published in The Tome of Horrors II by Necromancer Games. Later reprinted in Monte Cook Presents the Year's Best d20. This version is slightly modified. Art by Caleb Cleveland.

Jand (Room 224)

Female Human Half-Demon (Neutral Evil)

Monk 4 CR 5

Init +2 **Speed** 40 feet, Fly 40 feet (Average)

HD 4d8+4 **hp** 23

AC 17, touch 16, flat-footed 15

Languages Abyssal, Common, Orc, Celestial, Ettin, Halfling, Draconic, Goblin

Attack +7 melee (1d8+3, unarmed strike)

Full Attack +7 melee (1d8+3, unarmed strike) and +4 melee (1d6+3, bite) or +6 melee (1d4+1, 2 claws) and +4 melee (1d6+3, bite)

BAB/Grapple +3/+10

SA flurry of blows, smite good (+4 damage against a good foe 1/day), and spell-like abilities: 1/day--desecrate (DC 18); 3/day--darkness (CL 4)

SQ darkvision 60 feet, immunity to poison, resistance acid 10, cold 10, electricity 10 and fire 10, damage reduction 5/magic, spell resistance 14, evasion, ki strike, slow fall (20 feet), and still mind (+2 vs. enchantment)

Fort +5 **Ref** +6 **Will** +8

Str 17, **Dex** 15, **Con** 12, **Int** 18, **Wis** 18, **Cha** 16

Crucial Feats Combat Reflexes, Improved Grapple

Other Feats Acrobatic, Improved Unarmed Strike, Multiattack, Weapon Focus (unarmed strike)

Crucial Skills Concentration +6, Diplomacy +11, Hide +7, Jump +16, Listen +9, Move Silently +5, Sense Motive +11, Spot +5, Tumble +12.

Other Skills Knowledge (the Planes) +7, Search +5, Survival +7

Possessions +2 gloves of Dexterity, potion of tongues, 14 gp, 13 sp.

Kerexoloth (Room 238)

Neutral Evil

Large Outsider (Daemon, Evil) CR 7

HD 10d8+30 **hp** 75

Init +5 **Speed** 30 feet

AC 18, touch 10, flat-footed 17

BAB/Grapple +10/+19

Attack +15 melee (1d6+5 plus poison, claw), or +14 melee (1d6+7/19-20 plus poison, dagger)

Full Attack +15 melee (1d6+5 plus poison, 2 claws), or +14/+9 melee (1d6+7/19-20 plus poison, dagger)

SA Call outsider debt, poison (1 Str/1 Str, DC 18), spell-like abilities, truename trigger

SQ Acid resistance 5, cold resistance 5, darkvision, DR 10/magic, electricity resistance 5, fire resistance 5, outsider traits, poison resistance (+4), telepathy 100 ft.

Fort +10, **Ref** +8, **Will** +11

Str 20, **Dex** 13, **Con** 16, **Int** 20, **Wis** 14, **Cha** 14

Crucial Feats N/A

Other Feats Improved Initiative, Iron Will, Negotiator, Weapon Focus (claw)

Crucial Skills Bluff +12, Intimidate +18, Listen +12, Move Silently +7, Sense Motive +18, Sleight of Hand +3, Spot +12, Use Magic Device +12

Other Skills Decipher Script +15, Diplomacy +16, Gather Information +12, Knowledge (any two) +15, Knowledge (arcana) +15, Knowledge (history) +15, Knowledge (the planes) +18, Search +15, Spellcraft +17

This creature is the size of an ogre, with gray-brown skin, glowing eyes, fangs, a long white beard, and clawed fingers. It wears a simple red robe of a silk-like material that looks heavy but doesn't hide that its body is bulky and muscular. There is a sense of evil about it, but not malice.

Among the daemons there are some who research and investigate their many enemies, using their magic to find secrets and arcane leverage they can use to advance the goals

of the daemoniac race. The most dedicated and specialized of these are the kerexoloths, hulking fiends that look capable of tearing an enemy apart limb by limb but preferring more subtle methods. Dressing in sweeping robes like archaic wizards, the kerexoloths (sometimes called kerexodaemons) are polite and patient despite their nature and racial goals, often interacting with mortals and trading information about creatures of interest. Though capable of defending themselves with physical violence and a few key magical abilities, they prefer to call in favors from other creatures to fight on their behalf, or escape from battle entirely; those who threaten them usually end up the target of fiendish ambush squads who know a lot about the attacker's abilities and tactics.

Kerexoloths may operate alone but they sometimes collaborate to trade information or on an especially difficult project. Because of their interest in acquiring information, they can be called with *lesser planar ally* and *lesser planar binding* for the purpose of trading information (rather than combat), even though their hit dice normally exclude them from being contacted by those spells. In the case of *lesser planar ally*, some kerexoloths circulate their public names to neutral and evil deities to facilitate this communication. In the case of *lesser planar binding*, some daemons provide their common names to conjurers and demonologists for this purpose, or write them (along with short trade agreements) on scrolls or spellbooks containing this spell. Very rarely will a kerexoloth come to the Material Plane on its

own, adopting a magical disguise so it can interact with mortals without causing panic.

In addition to the lore represented by its Knowledge skills, a kerexoloth's obscure information (such as a creature's true name, special weakness, or secret lair location) usually pertains to other outsiders, though it may know such things about a particularly powerful creature from the Material Plane such as a dragon, mind flayer, or evil priest, or even a significant magic item, particularly if the item played some key role in planar matters or has abilities relating to the planes.

A kerexoloth stands about 9 feet tall and weighs about 700 pounds.

Kerexoloths speak Abyssal, Infernal, and the language of daemons. They normally use their bonus languages to learn tongues used by mortal creatures, though some learn the elemental languages or even Celestial.

Combat: Kerexoloths prefer to avoid combat, using their *dimension door* ability to escape at the first sign of trouble. If prevented from doing so, it uses its *unholy blight* spell-like ability if facing multiple weak foes or its call outsider debt ability if fighting a stronger creature. It enjoys using *mind fog* and *command* to assist its allies and servants during a fight. If at risk of death, a kerexoloth tries to bargain for its life with valuable information.

Call Outsider Debt (Sp): Once per day, a kerexoloth can call in a favor from one of the evil outsiders whose truename it knows. This allows the kerexoloth to summon an evil outsider (as if using *summon monster I*,

II, III, IV, or V) or call such a creature (as if using *lesser planar ally*, except the kerexoloth only needs to negotiate a payment if the called outsider is asked to perform a suicidal or especially hazardous task). Each use of this ability allows the kerexoloth to summon or call one creature (for example, it can't use *summon monster V* to summon multiple creatures on the *summon monster IV* list).

Poison (Ex): A kerexoloth's claws are mildly poisonous, and it keeps its dagger coated with this poison. Injury, Fortitude DC 18, initial damage 1 Str, secondary damage 1 Str. The save DC is Constitution-based.

Skills: Kerexoloths have a +4 racial bonus to Intimidate and Sense Motive checks.

Spell-Like Abilities (Sp): At will--*command* (DC 13), *detect magic*, *detect thoughts* (DC 14), *mage hand*; 3/day--*dimension door*, *locate creature* (DC 16), *scrying* (DC 16), *see invisibility*; 1/day--*commune**, *learn truename*** (DC 18), *legend lore*, *mind fog* (DC 17), *true seeing*, *unholy blight* (DC 16). Caster level 10. DC 12 + spell level. The DCs are Charisma-based.

* Rather than communing with a deity, a kerexoloth communes with a more knowledgeable daemon.

** This spell from *Monte Cook's Arcana Evolved* allows the caster to learn the truename of a creature whose normal name it already knows (Will negates). Knowledge of a creature's truename gives the caster power over that creature and aids with certain spells such as banishment, discern

location, legend lore, and trap the soul; the kerexoloth also gains certain powers over such a creature (see the truename trigger ability).

Truename Trigger (Su): If a kerexoloth knows a creature's truename, it gains a +2 bonus to DCs of its spell-like abilities used against that creature. It also may use its command spell-like ability as a free action against such a creature.

The kerexoloth was created by Sean K. Reynolds and originally appeared on his website. Artwork by Scott Purdy.

Rillat (Room 224)

Male Ogre Half-Demon (Chaotic Evil)

Fighter 2 CR7

Init +3 **Speed** 40 feet, Fly 40 feet (Average)

AC 22, touch 12, flat-footed 19

HD 4d8+2d10+30 **hp** 60

Languages Common, Giant, Dwarven

BAB/Grapple +5/+19

Attack +15 melee (1d6+10, claw)

Full Attack +15 melee (1d6+10, 2 claws) and +9 melee (1d8+10, bite)

SA Smite good (+6 damage against a good foe 1/day) and spell-like abilities: 1/day - *unholy blight* (DC 10), *desecrate*; 3/day--*darkness* (CL 6)

SQ low-light and darkvision 60 feet, immunity to poison, resistance acid 10,

cold 10, electricity 10 and fire 10, damage reduction 5/magic and spell resistance 16

Fort +12 **Ref** +4 **Will** +2

Str 30, **Dex** 17, **Con** 21, **Int** 13, **Wis** 13, **Cha** 7

Crucial Feats Combat Expertise, Combat Reflexes, Improved Sunder, Power Attack

Other Feats Weapon Focus (claw)

Skills Climb +18, Escape Artist +7, Hide +3, Intimidate +3, Listen +8, Spot +8, Swim +16, Tumble +7

Other Skills Heal +5

Possessions +2 studded leather armor, potion of water breathing, 82 gp.

Tactics: These two work well together. Both are also quite intelligent. Jand avoids flurry of blows so that her attacks are more likely to hit. Rillat doesn't use his *unholy blight* power unless there are no other options. He would rather charge into battle, using Power Attack for 3 points.

Development: If called by Crasien in area 223 or area 225, these two come immediately, arriving in just two rounds. It's also possible that Crasien will come here himself and get these two.

Treasure: The half-demons' food and personal gear is here, although little is notable (and none is palatable). In one bag, however, a searcher will find a glass bottle that contains 10 tindertwigs and 2 sunrods.

Background: These demons serve Crasien mainly because he pays them well in magic items.

Serrestique (Room 239)

Female Human (Neutral)

Wizard 8 **CR** 8

HD 8d4+24 **hp** 44

Init +2 **Speed** 30 feet

AC 13, touch 13, flat-footed 11

Languages Common, Gnoll, Celestial, Undercommon, Ettin, Elven

BAB/Grapple +4/+5

Attack +7 melee (1d4+3, +2 dagger) or +8 ranged (1d4+3, +2 dagger)

Fort +5 **Ref** +4 **Will** +9

Str 13, **Dex** 15, **Con** 16, **Int** 20, **Wis** 17, **Cha** 14

Crucial Feats N/A

Other Feats Brew Potion, Craft Construct, Craft Wand, Heighten Spell, Scribe Scroll, Spell Focus (Evocation), Spell Mastery (fireball, sending, fire shield, and clenched fist)

Crucial Skills Concentration +12, Jump +5, Listen +7, Spot +6.

Other Skills Decipher Script +15, Gather Information +4, Knowledge (Arcana) +14, Knowledge (History) +7, Search +11, Spellcraft +17.

Spells 3/6/4/4/2, CL 8, +5 melee touch, +6 ranged touch

4th--*black tentacles*, *fire shield*

3rd--*daylight*, *fireball* (DC 19) (2), *wind wall*

2nd--*ghoul touch* (DC 17), *glitterdust* (DC 17/W), *touch of idiocy*, *web* (DC 17)

1st--*burning hands* (DC 17), *expeditious retreat*, *feather fall*, *grease*, *protection from evil*, *shield*

0--*acid splash* (2), *ghost sound* (DC 15/W)

Possessions +2 dagger, +1 ring of protection, wand of daze monster (21 charges), potion of fly, 18 gp.

Tactics: Serrestique is obviously grateful to the PCs for freeing her. If Eulalai Pujalt is with the PCs, Serrestique is put completely at ease. Otherwise, it may take her some time to trust her rescuers, simply because she's not overly used to the idea of altruism from others.

If put into a combat situation, she casts *shield* and *fire shield* first, and then *expeditious retreat* if there's time. Depending on the situation, she will use *black tentacles* to cover her escape, or pummels foes with *fireballs*.

Shallix, Fiendish Troglodyte Sorcerer (Room 191)

Female Troglodyte (Chaotic Evil)

Medium Humanoid (Extraplanar, Reptilian)

Sorcerer 5 **CR** 7

HD 2d8+5d4+7 **hp** 28

Init +5 **Speed** 30 feet

Languages Draconic

AC 19, touch 12, flat-footed 18

BAB/Grapple +3/+3

Attack +3 melee (1d4, claw) or +4 ranged (1d6, javelin)

Full Attack +3 melee (1d4, 2 claws) and +1 melee (1d4, bite) or +4 ranged (1d6, javelin)

SA Smite good 1/day (+7 damage) stench 30 feet (Save DC 14)

SQ Darkvision, DR 5/magic, resistance to cold/fire 5, SR 10

Fort +5 **Ref** +2 **Will** +3

Str 11, **Dex** 12, **Con** 13, **Int** 10, **Wis** 9, **Cha** 16

Crucial Feats Combat Casting

Other Feats Improved Initiative, Improved Natural Armor, Multiattack

Crucial Skills Concentration +6, Hide +10, Listen +4

Other Skills Spellcraft +5

Spells 6/7/5 touch +3, ranged touch +4

2nd--*acid arrow*, *blur*

1st--*chill touch*, *magic missile*, *ray of enfeeblement*, *shield*

0th--*acid splash* (R 13), *daze* (W 13), *detect magic*, *mage hand*, *touch of fatigue*, *resistance*

Possessions Two masterwork javelins, wand of fireball (5d6, 11 charges), ring of protection +1, potion of cure moderate wounds, scroll of arcane lock, silver bracelet (50 gp), silver ring (25 gp).

Squamous Demon (Room 243)

Squamous Demon (Chaotic Evil)

Medium Outsider (Extraplanar) **CR** 6

HD 6d8+30 **hp** 58

Init +5 **Speed** 30 feet, Swim 30 feet

AC 22, touch 11, flat-footed 21

BAB/Grapple +6/+11

Attack +11 melee (1d8+5+poison, bite)

Full Attack +11 melee (1d12+5+poison, bite) and +9 melee (1d6+3 plus poison, two claws)

SA Poisons, spell-like abilities, summon demons

SQ Damage Reduction 5/cold iron or good, darkvision 60 feet, immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, spell resistance 15

Fort +11 **Ref** +6 **Will** +7

Str 20, **Dex** 13, **Con** 21, **Int** 18, **Wis** 14, **Cha** 15

Crucial Feats Dodge

Other Feats Improved Initiative, Multiattack

Crucial Skills Bluff +11, Climb +14, Disguise +11, Hide +10, Jump +14, Listen +11, Move Silently +10, Sense Motive +11, Spot +11

Other Skills Knowledge (arcana) +13, Knowledge (religion) +13, Knowledge (the planes) +13

These bizarre-looking, scaly demons seem like serpents. Their gangly arms bear poisoned spurs and their eyes are inside their mouth, along with a smaller secondary mouth. Squamous demons come in two varieties, a brown and white demon that prefers dry, dusty climes and a green and yellow amphibious version.

Other than the thick, scaly hides that give them their name, squamous demons are known for illusion and trickery. They serve as both infiltrators and guards for more powerful demons, or as evil hunters on their own.

Combat: Squamous demons are cunning and guile incarnate. They like to first fool their foes with illusions, tricks, and *invisibility*, then slay them when their guard is down. They delight in tricking their enemies as much as physically destroying them, if not more.

Claw Poison: DC 18, 1d3 Str/1d3 Str. Save DC is Constitution based.

Bite Poison: DC 18, 1d3 Wis/1d3 Wis. Save DC is Constitution based

Spell-like abilities (Sp): At will--*greater teleport* (self plus 50 pounds of objects only); 1/day--*desecrate*, *invisibility*, *mirage arcana* (DC 19), *rainbow pattern* (DC 18), *seeming* (DC 19); Caster Level 6th. The save DCs are Intelligence based.

Summon Demon (Sp): Once per day, a squamous demon can attempt to summon another of its kind with a 20% chance of success. This is the equivalent of a 3rd level spell.

APPENDIX B: SPELLS & MAGIC

SPELLS

Escape the Bonds of Flesh (Room 210)

Necromancy [Death, Evil]

Level: Clr 4, Sor/Wiz 5

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

The victim's skeleton writhes and twists within his body, tearing muscles and rupturing flesh. The victim suffers 2d8 points of damage, +1 point per caster level (maximum +20). If the damage dealt by this spell brings the target below zero hit points, his skeleton tears from its body and becomes an animated skeleton. (See "skeleton" in the MM.) This skeleton is under the caster's control, in all respects as if it had been created by the animate dead spell. Should the skeleton possess too many Hit Dice for the caster to control, it remains independent and immediately attacks the nearest creature.

Material Components: A fragment of bone with flesh still attached to it and a piece of iron.

Design by Anthony Pryor, development by Ari Marmell; originally published in Strange Lands: Lost Tribes of the Scarred Lands by Sword & Sorcery. Later reprinted in Monte Cook Presents the Year's Best d20.

Gaol (Room 217)

Abjuration

Level: Sor/Wiz 3

Components: V, S

Casting Time: 1 standard action

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

Target: One creature, size Small, Medium, or Large

Duration: Permanent

Saving Throw: Reflex negates

Spell Resistance: Yes

You conjure iron manacles that bind a creature to a nearby wall or floor. The target must be touching or adjacent to a solid surface (a wall or floor). If the target successfully saves, the chains and restraints still appear affixed to the wall or floor, but empty. The victim has one of their limbs of your choosing held fast. Creatures without limbs (like a cloaker) or with a malleable form (like a mimic) are immune. Creatures with more than 4 limbs suffer a -2 penalty to their save. The manacles have a hardness of 10, 10 hit points, and a Break DC of 26.

Yula's Ward (Room 206)

Abjuration

Level: Wizard 6

Components: V, S, M

Casting Time: Four hours

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

Area: A single room, no more than one ten foot cube per level in size

Duration: Permanent

Saving Throw: None

Spell Resistance: No

Cast upon a single room, the doors, windows, walls, floor, and ceiling are immune to magic as if encased in an antimagic field just big enough to incorporate them. No spells can affect them. The room itself, however, does not have an antimagic field, and thus teleportation or divination into or out of the room is still possible. Any doors leading into the room can only be opened by the caster, or those who use a special password decided upon by the caster. Lastly, the hardness of the doors, windows, walls, floor, and ceiling gains a +10 bonus that does not stack with any other magical bonuses.

Material Component: Paint containing 1,000 gp worth of pearl dust.

ITEMS

Blood Iron (Special Material)(Room 234)

This blood-red metal can be found only in the lower planes and is quite rare. Like cold iron, it is particularly harmful to most fey and evil outsiders, but blood iron is even more potent, adding an additional 2d6 points of damage to creatures with a weakness to cold iron. Even the simple touch of blood iron inflicts 1d6 points of damage to any creature with a weakness to cold iron. This means that a weapon may be used to make a touch attack rather than a normal attack against such a creature and would inflict 1d6 points of damage. It also means that armor forged from blood iron inflicts 1d6 points of damage to a such a creature successfully striking with natural weapons.

Weapons or armor made of blood iron cost four times as much to make as their normal counterparts. Also, any magical enhancements cost an additional 2,000 gp for armor or 4,000 gp for weapons.

Items without metal parts cannot be made from blood iron. An arrow could be made of blood iron, but a quarterstaff could not.

A double weapon that has only half of it made of blood iron increases its normal cost by double.

DMs should not make blood iron weapons available in normal markets on the Prime Material Plane.

Blood iron has 30 hit points per inch of thickness and hardness 10.

Bracers of the Endless Armory (Room 243)

These impressive gold bracers have inset strips of golden oak, delicately etched with images of weapons of all kinds. The wearer can, as a free action, activate the bracers so that a masterwork melee weapon of whatever sort he desires appears in either (or even both) hands. These weapons disappear as soon as he lets go of them, so they cannot be thrown, given away, or sold.

If the wearer is at least 8th level, the weapons are magical, with a +1 enhancement bonus.

If the wearer is at least 12th level, the weapons are of a desired material: silver, cold iron, adamantite, and so on.

If the wearer is at least 15th level, the weapons can have any magical weapon enhancement that is the equivalent of a +1 bonus.

Strong conjuration; CL 13; Craft Wondrous Item, Craft Magic Arms and Armor, major creation, limited wish; Price 20,000 gp

Glove of Lightning (Room 236)

This single glove is made from a mesh of delicate silver links. It allows the wearer to loose a lightning bolt that inflicts 6d6 damage once each day. Because it is only a single glove, a character could wear it with other magic items that are only a single glove (like a *glove of storing*) and use both at once.

There is a greater version of the glove that grants the ability to use *shocking grasp* (5d6 damage) at will and adds the shock quality

to any magical melee weapon held in the hand wearing the glove.

Moderate evocation; CL 6; Craft wondrous item, *lightning bolt* (also *shocking grasp* for greater version); Price 7,500 gp (23,500 gp for greater version).

The Green Carpet of Tral-Ferrer (Room 214)

This artifact is three feet wide and five and a half feet long, woven of green, blue, and gold silks of the rarest quality. The design is beautiful and decidedly abstract. Those looking very closely (Search DC 25) notice that the pattern slowly shifts. The carpet has no magical aura. It cannot be affected by any divination spell.

If the rug has been unused or inert for one week or more, it becomes inordinately dirty and dusty. Anyone touching the carpet in this condition stirs up a cloud of dust of sneezing and choking.

The carpet's main power is transferred to the room in which it lies, but only if laid out on the floor properly, taking three full rounds to do so. The room cannot be larger than 1000 square feet. The room is affected as if under the effects of Yula's ward.

Bringing it into direct contact with one of the other carpets of Tral-Ferrer produces other effects. The two carpets immediately and permanently fuse into a 6 foot by 11 foot carpet of flying. Use the stats for a 10 foot by 10 foot carpet. All involved with fusing the two carpets know the command word, "Raithis." Both carpets instantly lose all other properties (other than the fact that

they still do not have magical auras, are indestructible, and can combine with the third carpet). Combining this fused carpet with the remaining carpet of Tral-Ferrer produces still other effects.

As an artifact, the carpet is virtually indestructible (although it offers no protection to anyone attempting to use it as a protective element) and is always easily cleaned--although doing so is obviously dangerous.

Horn of the Angelic Host (Room 189)

This large ivory and silver horn requires a full round action to blow. When sounded, a glorious sound seems to ring out from all directions that can be heard for a great distance (5 times the distance of a normal horn). The sound summons a hound archon that appears and serves the owner of the horn for 7 rounds. The horn can only be sounded once per week.

Moderate conjuration; CL 9; Craft wondrous item, summon monster V; Price 5,000 gp; Weight 1 lb.

Name of Evil (Room 227)

This minor artifact is a set of 666 separate volumes, each containing the true name of a single demon and the knowledge to call upon that demon for aid. The set was long ago scattered across the face of the world, and very likely many of the volumes have since been destroyed. It would be extremely rare to ever find more than volume at a time. Characters spending one full, uninterrupted week studying the tome's foul secrets learn the proper means to access its power. Once, and once only, that character can speak the demon's name-a free action-and the demon will physically appear and perform one service for the character (or die trying). Fighting in one battle is a service, but so would be delivering an object, spying on a specific target (or location) and returning to report, and so forth. The book's magic is complete enough that the demon will find it difficult to twist the command he's been given unless it's extremely poorly worded. However, once the task is completed, there is a 66% chance that the demon will wish to enact revenge upon its summoner. It must wait, however, at least one year and one day to do so.

Strong Conjuration; CL 18

Teleportation (Armor Special Ability) (Room 227)

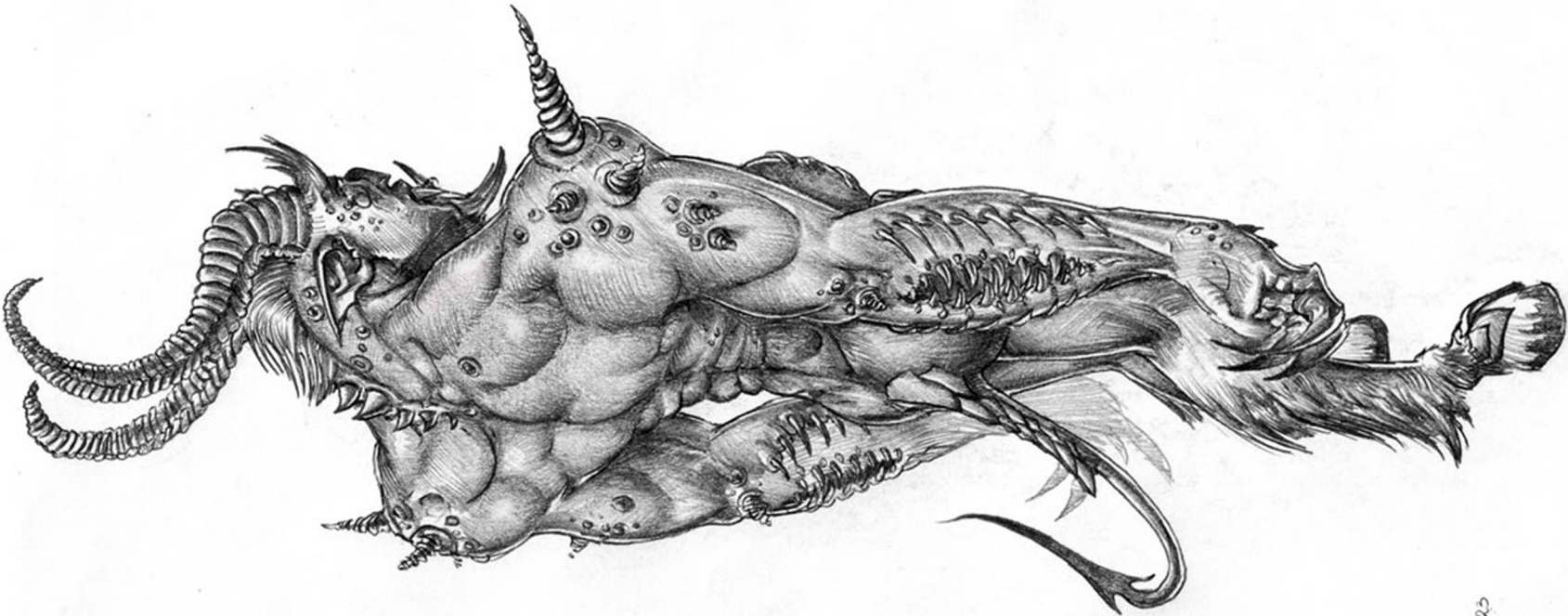
This armor has an additional ability that functions only if the wearer can teleport (by means of innate ability, spell, other item... it doesn't matter, as long as the wearer initiates the teleport). The ability is that the wearer can bring one additional, willing, living creature along when it teleports, if it wishes.

Moderate Conjuration; CL 9; Craft Magic Arms and Armor, *teleport*; Price: +1 bonus

Torch of Unseen Light (Room 297)

When lit, this magical torch burns for one hour or until it is snuffed (it cannot be relit). It gives off no heat or light, but its flickering flame is visible. While it burns, any invisible creatures or objects within 30 feet of it are visible.

Moderate divination; CL 10; Create Wondrous Item, *invisibility purge*; Price 750 gp



John P. ... 2008 10 23

Brute Demon Illustration

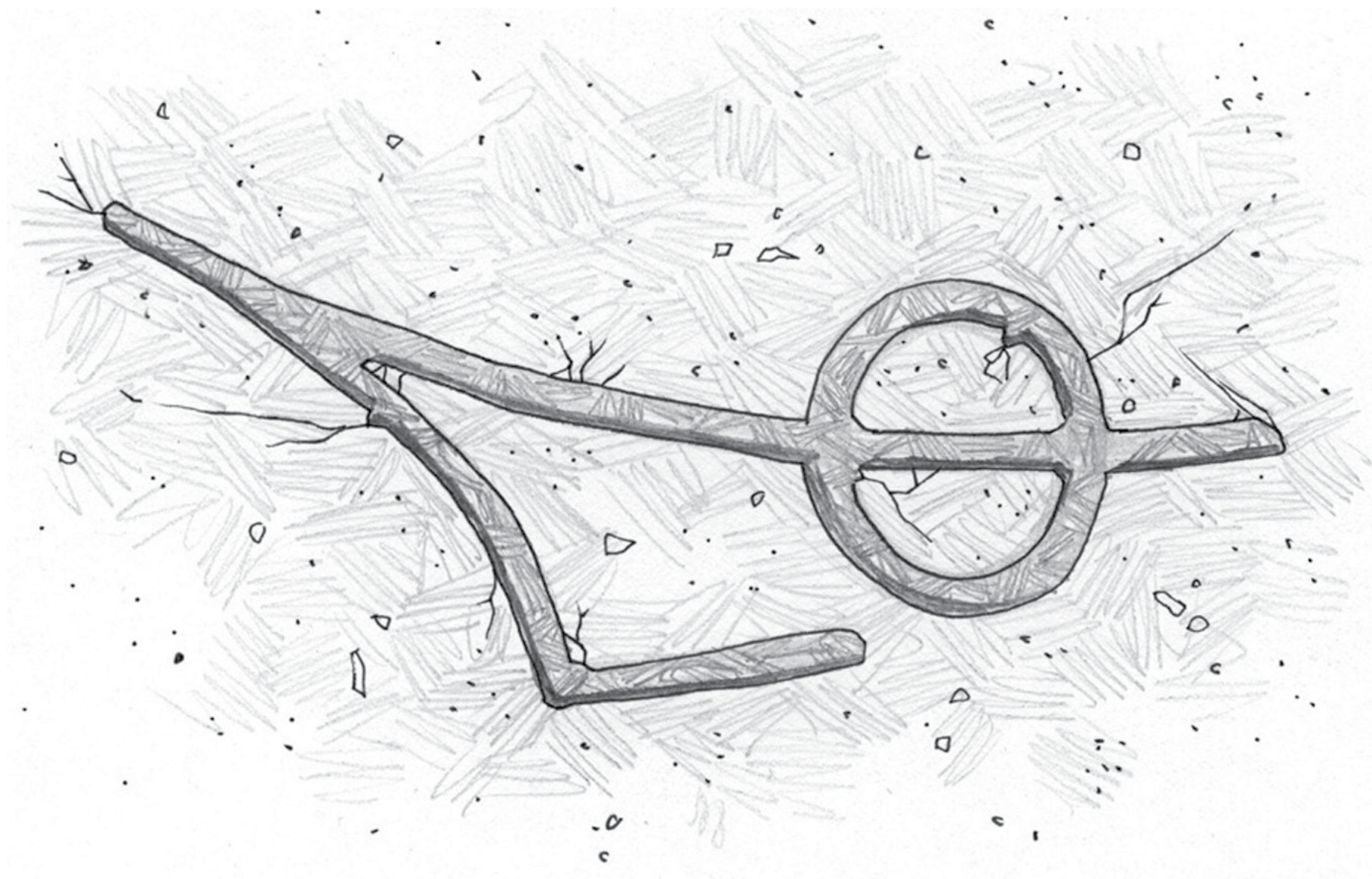
SHALLIX,

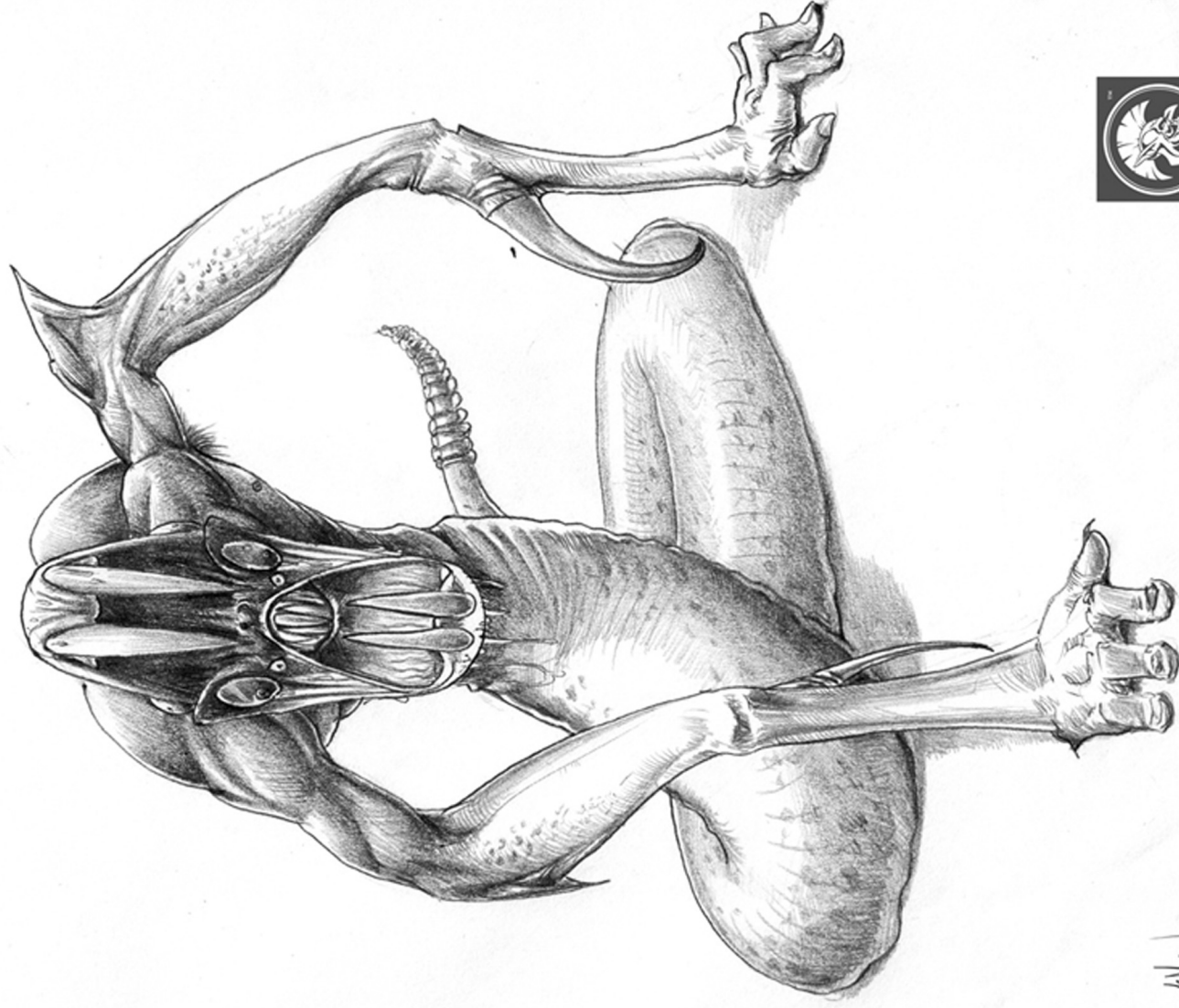
YOU AND YOUR WARRIORS MUST
STRIVE HARDER TO KEEP OUT
INTRUDERS. KEEP IN MIND IF
YOU DO NOT I HAVE NEED OF NEW
FOOD FOR THE PIN RITS.

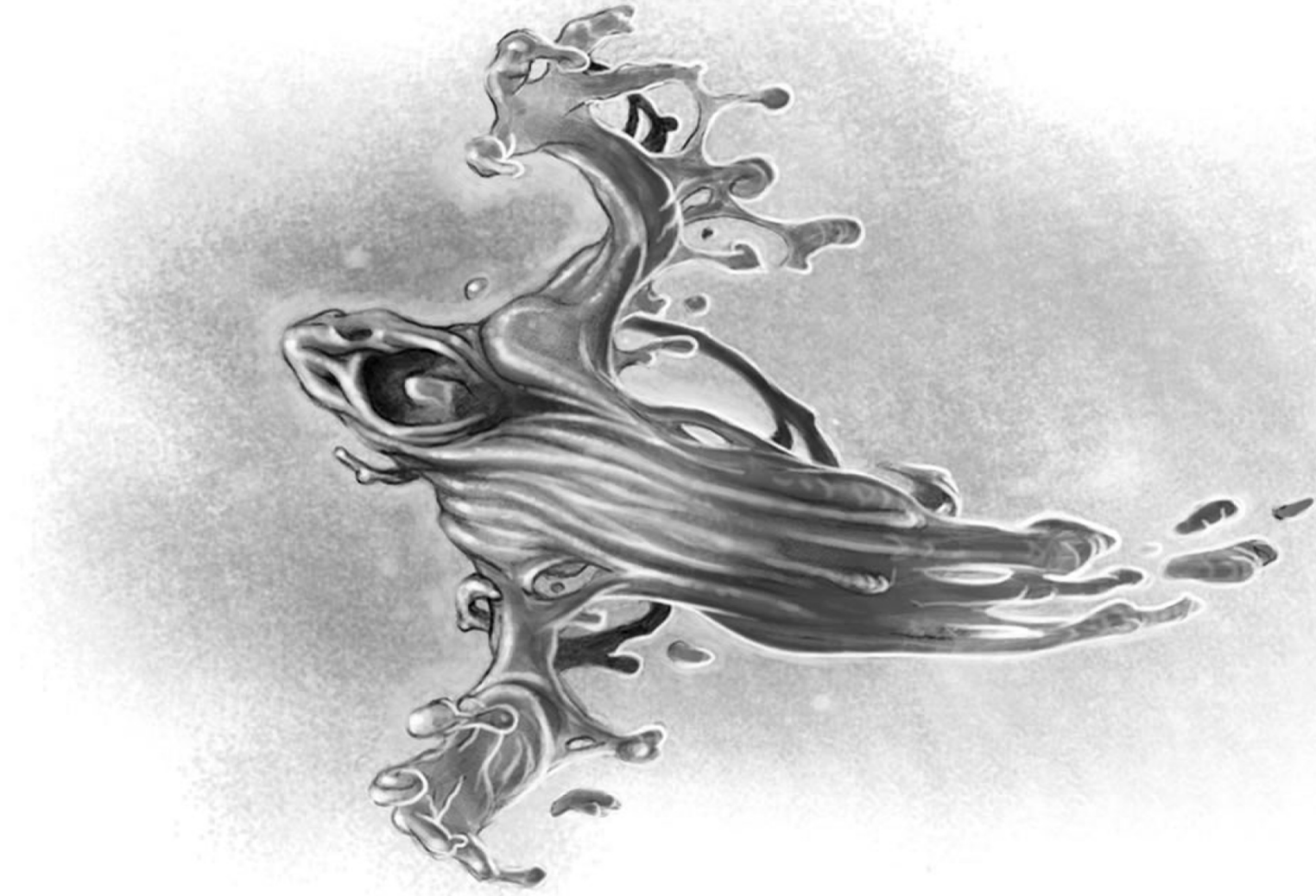
SHOULD YOU NEED INFORMATION OR
ADVICE, CONSULT THE GREAT PERSON
FACE.

YOUR MASTER,

CZAR ZEN







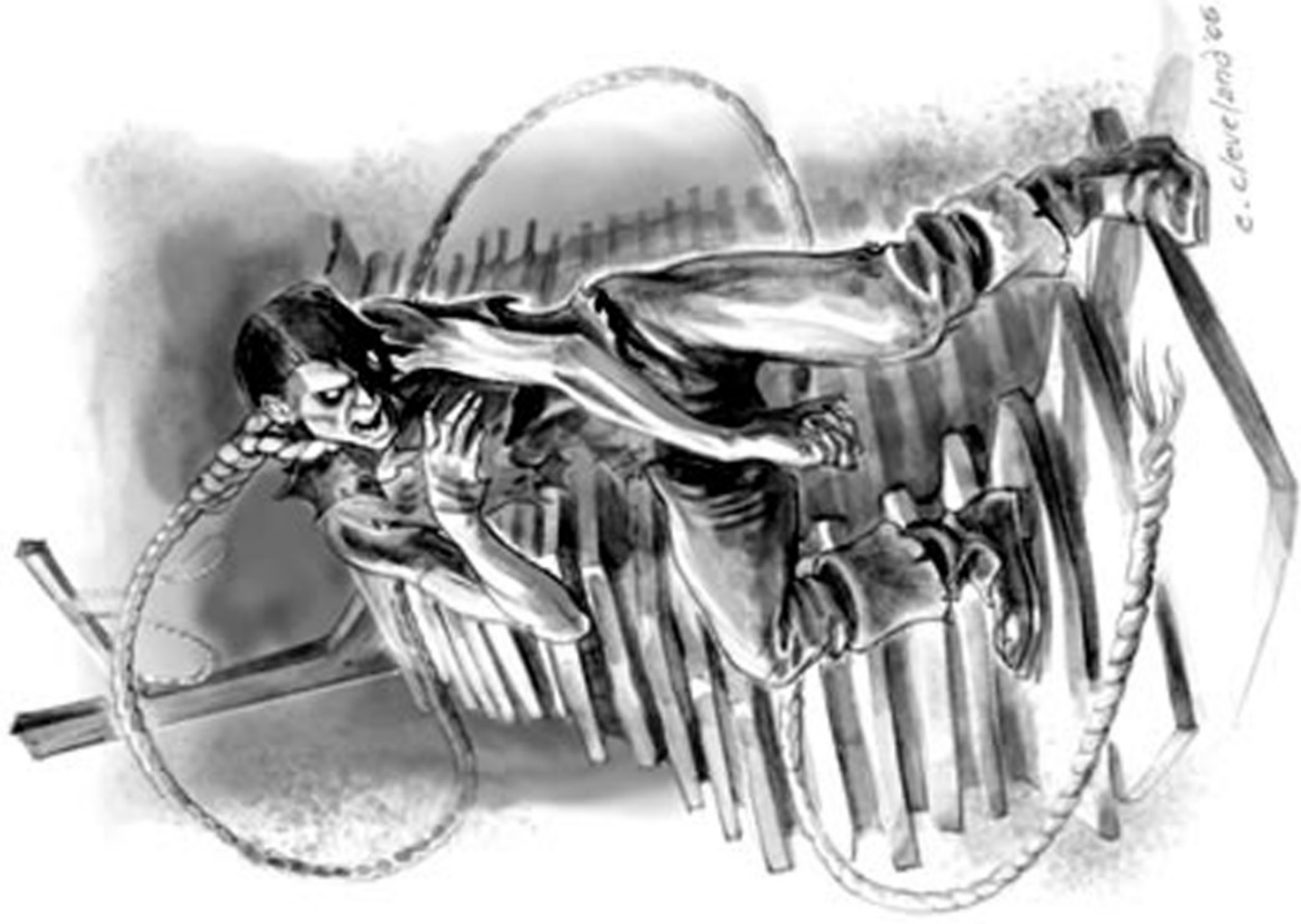
Cult of Glarias History

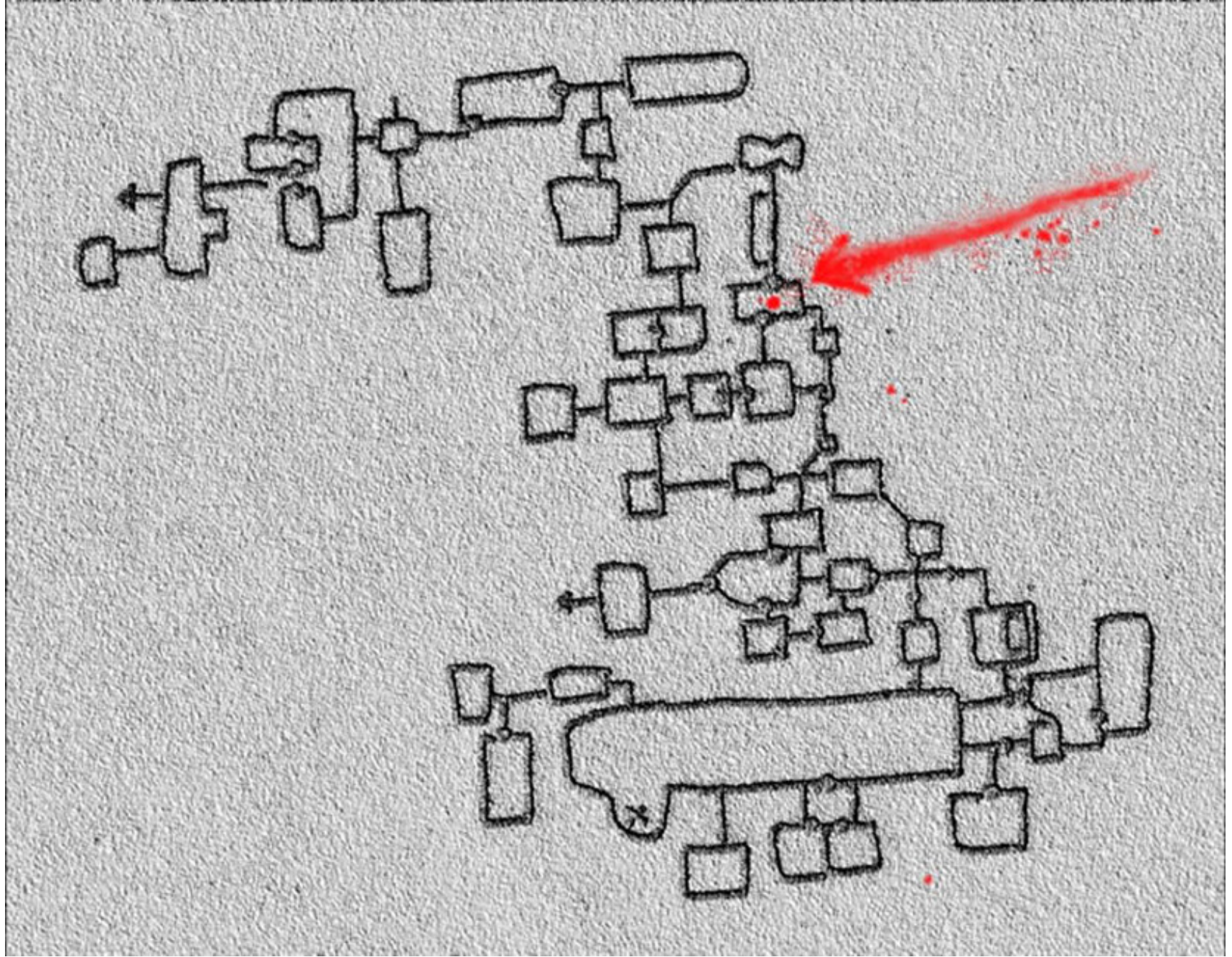
This ancient scroll, extremely fragile with age, details a portion of the history of the cult of Glarias, the Goddess of the Moon. It is written in a very steady script, in the Common tongue, but with usage and word choice suggesting language used many hundreds of years ago.

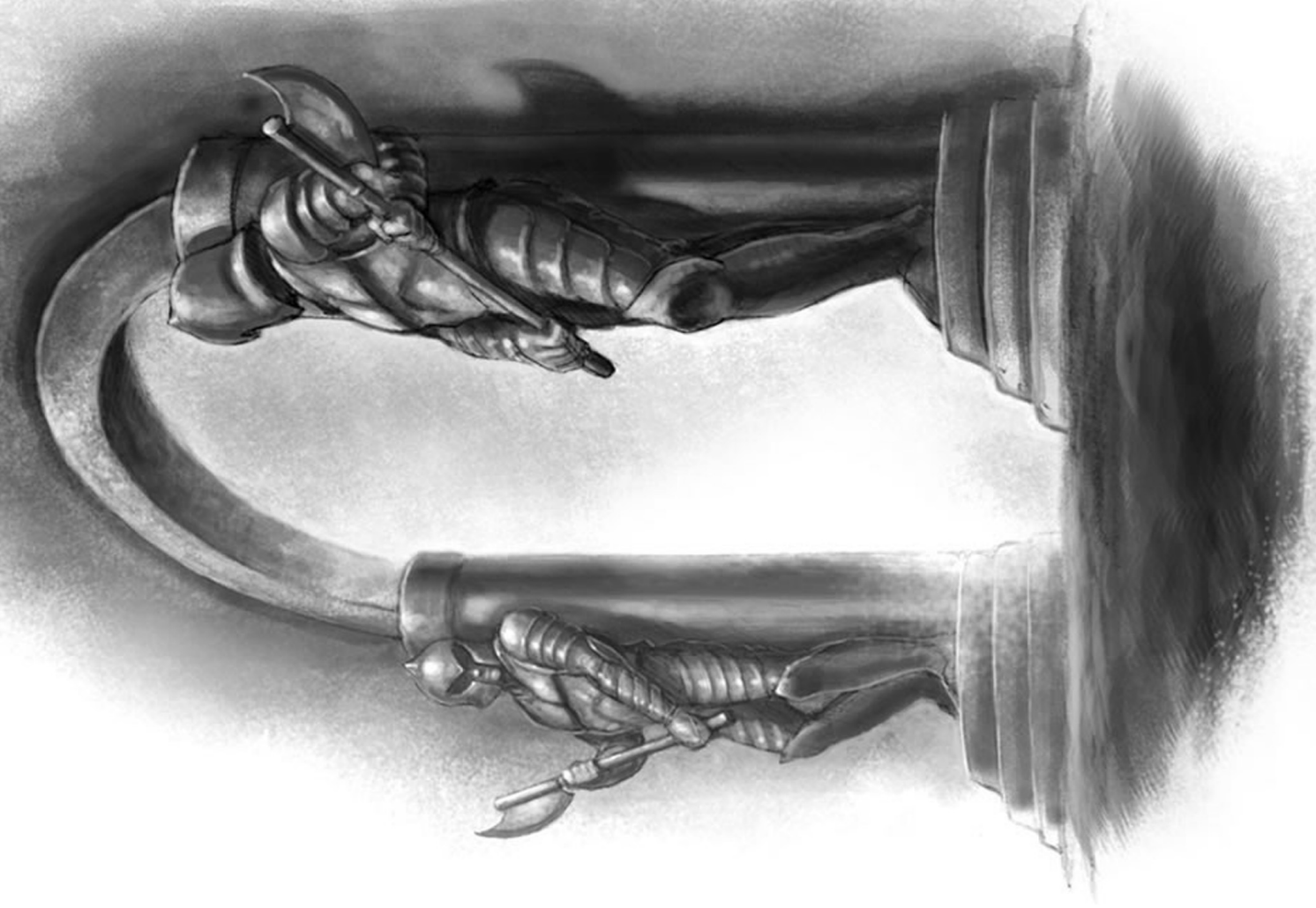
It explains that long ago the cult of Glarias desired to build a secret temple for their goddess. Being a goddess of secret knowledge, this temple would need to be hidden and hard to reach. A location deep underground would serve them well (Glarias dwells in the shadows, after all), but easy access to the surface would be needed so that proper homage could be directed to the moon goddess directly when needed.

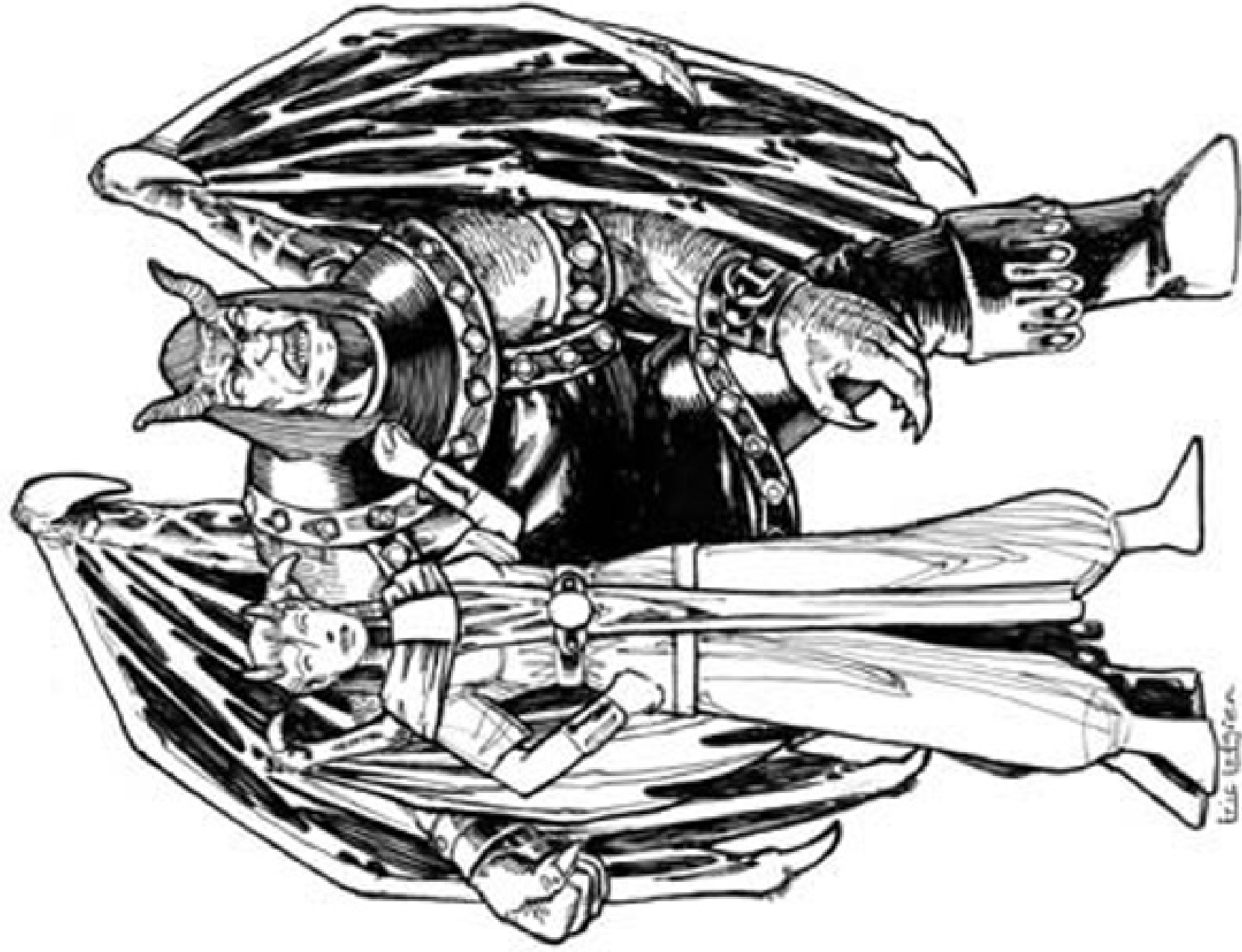
The scroll then describes how the high priestess at the time, Ipharimigen, chose Dragon's Delve. The Mages Four were long gone, and no one had heard from the Dragon, Metterak, in centuries, so it was deemed to be safe despite how remote and generally shunned the place remained. The priests built a temple just below the surface in a chamber on the first level of the dungeon. Then they explored down deep, finding many menaces left over by the Mages Four and creatures that had otherwise taken up residence in the dungeon. They dared go down no deeper than the seventh level of the dungeon, where they built the grand temple to their goddess. When it was complete, they fashioned a magical means through which they could travel from one temple to the other instantaneously.

Lastly, it describes the planting and nurturing of something called the "Moontree" on the hill above the dungeon. This sacred tree would channel the moon's energy down into the underground locations used by the priests. The eternal Moontree would ensure that no matter what, the Moon Goddess' power would flourish.









Luis Valdez

Crasien's Journal

This tattered tome has a stiff leather cover with an iron hasp. Inside, the writing is a tight scrawl in a mixture of Common and the occasional bit of Abyssal on pages stained, smudged, and occasionally torn. All these factors work together to make this a very difficult book to read.

It is written by a wizard named Crasien who serves the demon lord Rivenyk and his lieutenant Czarzem. It describes the former as a being of darkness and temptation, the latter as a crawling, buzzing, insectile horror.

Crasien's veins flow with demonic blood, some ancestor of his having been seduced by lord Rivenyk. The demon prince used this blood-link to demand service from him. In the dark lord's service Crasien crafts magic items. Ultimately, he is to craft an item that will help Rivenyk control mortal minds on a large scale, but the wizard knows that his skills are not yet up to that grand task.

The journal delves deeply into magical esoterica, but mentions a few other items of interest. First, near his quarters is a room with a dangerous magical effect, in which he stores some potions in a chest. The effect can be deactivated using a three digit code on some nearby panel with buttons, but it does not say what the code is. Down the steps in that same room, beyond a few guards, a planar gate leading into the Abyss itself gives the inhabitants here the ability to go back and forth from this world to that horrific realm beyond.

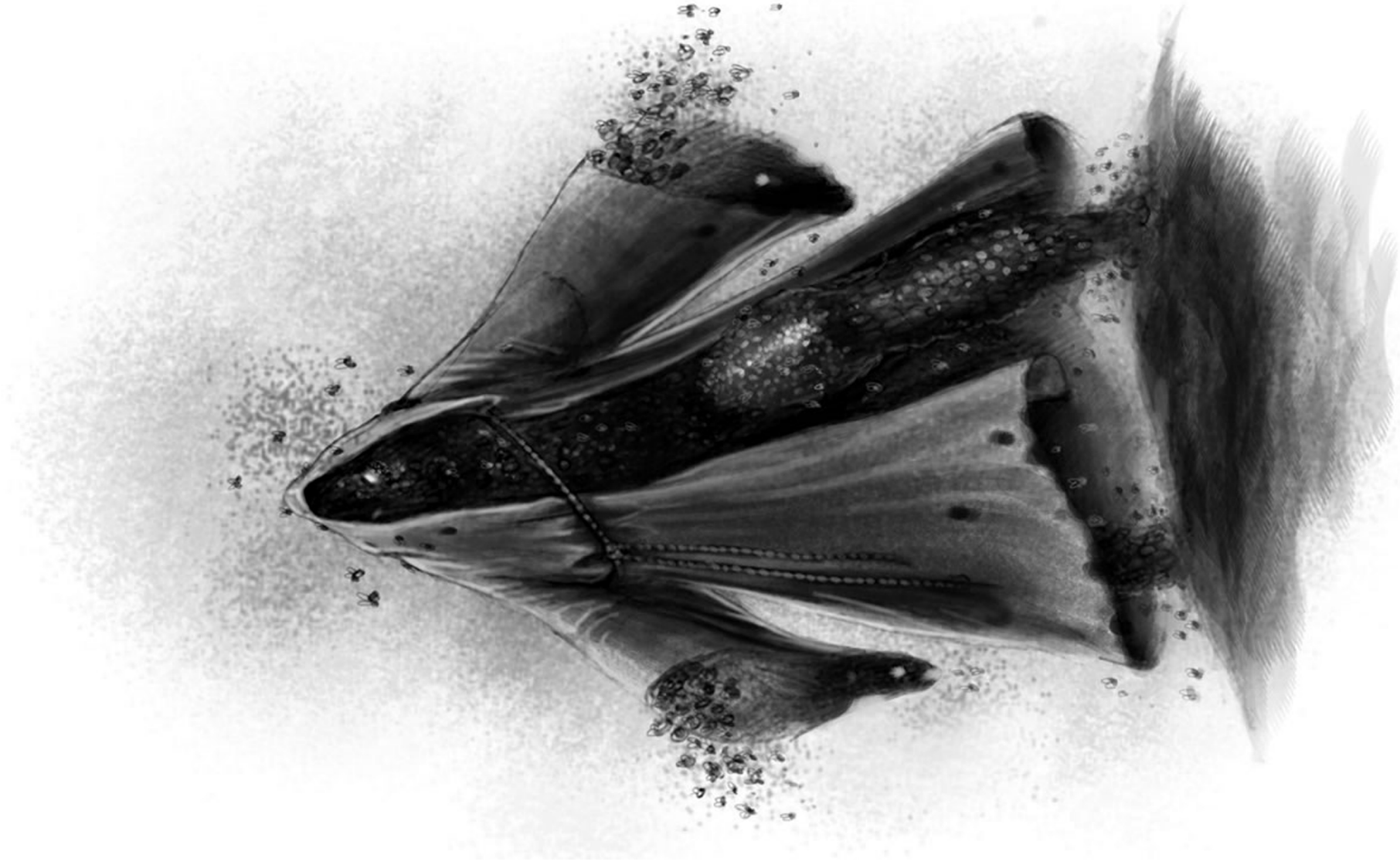
On the topic of the Abyss, he mentions that portions of the Sprawl of the Demon Liege grow so wicked and fill with such hate that soon they will slip entirely into the Abyss. These chambers no longer resemble their former nature, but seem like caverns made of wounded, seeping flesh.

Lastly, Crasien describes his jealousy for the demons that get to conduct experiments with something called the Vraedix. He doesn't explain what that is, other than its some magical creation of the Mages Four (the core of it having been brought from some other world) which lies near the Court of Czarzem, reached by going down the aforementioned steps.









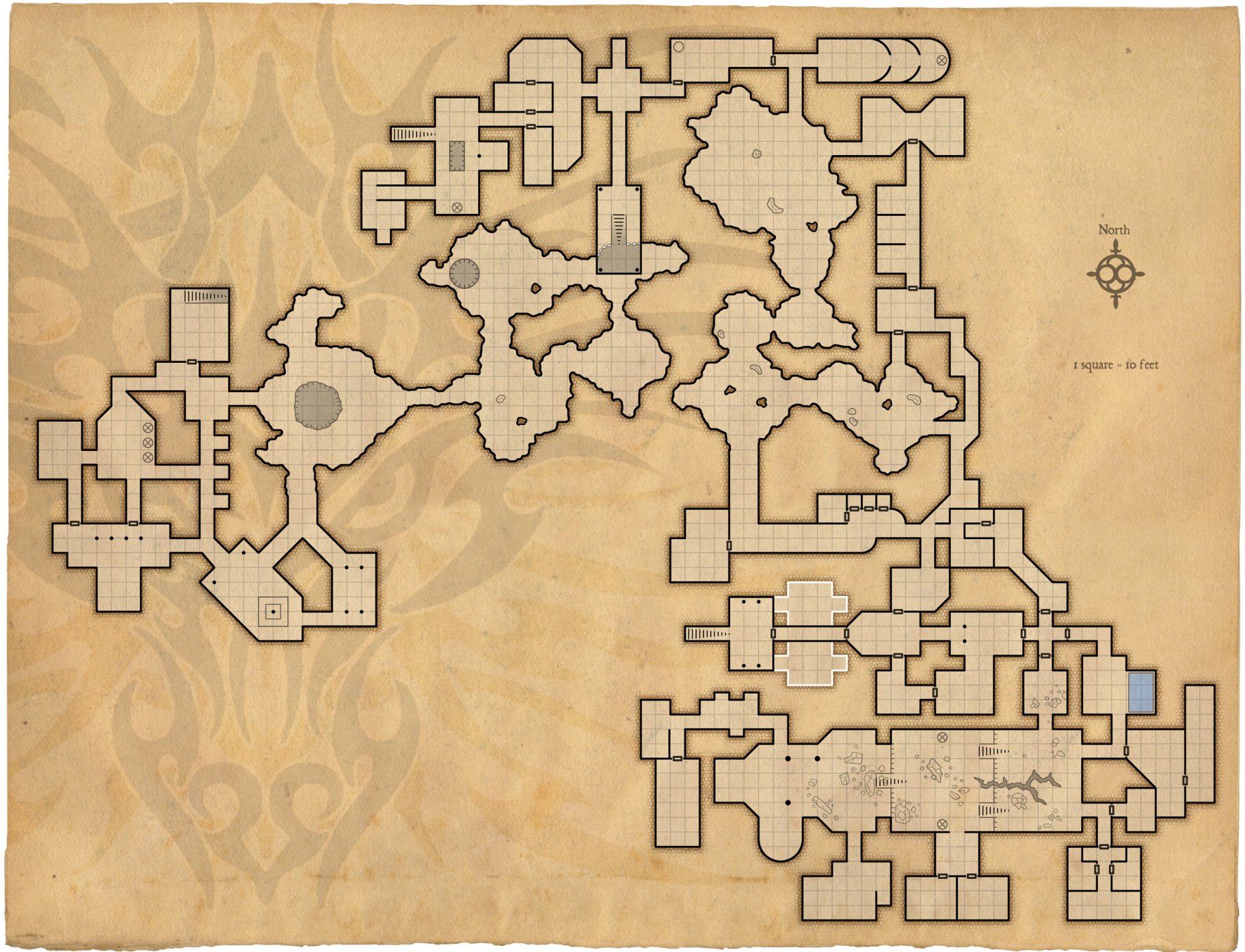
Have input comprehensive creature data.

It can now analyze and compare and
contrast power and ability.



Kerexoloth

Go ahead. Use these
bracers. But before you
put them on, you must
swear that you'll help
Kaddassas if you find her.



APPENDIX C: GLOSSARY

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Glarias, the Moon Goddess: A minor goddess worshipped in the lands surrounding the Fallen Duchy and revered there in its heyday. Glarias presides over the moon, so while she is not an evil goddess,

she uses shadow (and even darkness) as well as light as both tools and raiment. When she was captured and imprisoned by the Dragon Prince, her godly power was given to the Beast God.

Glarias is Chaotic Good. Her domains are Good, Knowledge, and Luck. Her favored weapon is mace. Pronounced "Glah-ree-as."

Harrud: Brother Harrud is the priest of Belestros in Brindenford. He is an opponent of the power structure of the town. For more information, see The Temple of Belestros.

Hell coins: Reddish-gold coins with faces of the tormented upon them, these perverse coins are minted by demons and devils and contain doomed souls. Worth 200 gp to a fiend, 10 gp to others (or 0 gp to those who find such things abhorrent). Also known as "hell money." See Area 205 for more.

Iamon: Ancient god who died in a divine war in the very earliest days of the world. His corpse fell to earth and is now buried deep below what is now Dragon's Delve. The ambient energies radiated by the corpse are the source of "chaos magic" that affects many sites in the dungeon. Pronounced "Ee-ay-mon."

Iris Gellow: High priestess of the temple of Vune. See the Temple of Vune for more information. Pronounced "Eye-ris Gell-oh."

Jamissan: Greatest of the Warrior Bards of the South, Jamissan is known to have found and created many unique magical items.

Jarla Vreech: Blackguard that has taken up residence in Terregaunt's Tower. Close

friend of Barzonyn DuMair. Pronounced "Jar-lah Vreech."

Jaskon Tully: Miller in Brindenford. He is secretly a high-ranking member of the Venom Cult.

Jumanik: Satyr cleric-bard from centuries ago, Jumanik loved puzzles. He lived in Dragon's Delve for many years. Pronounced "Ju-man-ick."

Kelmanosh: Distant land whose high king technically rules over the Lost Duchy. (In truth, the former duchy is a remote region all but forgotten by the outside world.) Pronounced "Kell-man-osh."

Khorant: A distant island reachable through a magical gate on Level 5 of Dragon's Delve. No other means exists to reach this mysterious locale located somewhere on the Sea of Eternal Storms.

Khorantians: An ancient folk native to the island of Khorant. Although originally elvenkind, the foul practices and ceremonies they conducted eventually turned them into a degenerate piscine race, akin to sharks.

Kulaj: The creator goddess of the pantheon of the River Gods, she represents the source of the Celestial River. She is the mother of all the other gods in the pantheon. Kulaj is the creator deity and the patron of farmers, artisans, and most of the common people, as well as gnomes and halflings. She is also the goddess of magic, and thus of wizards and sorcerers. See the Temple of the River Gods.

Kulaj is Lawful Neutral. Her domains are Law, Magic, and Plants. Her symbol is a hand that appears to hold a mountain

range in the palm. Her weapon is a mace. Pronounced "Koo-lahj."

Lissandera the Enchanter: One of the Mages Four, this female human wizard loved various enchantment spells and also excelled in alchemy and magic item creation. Pronounced "Lis-an-dayr-ah."

Logger's Guild: Guild of foresters and loggers active in Brindenford and north of the town. The group has frequent disputes with the elves of the northern woods. See also the Logger's Landing.

Lord Darrulm: Leader of the grahlus in the Grahlus Fort on the island of Khorant.

Lord Saral: A powerful fighter who explored and eventually lived in Dragon's Delve. He was an expert of weapons of all kinds and led a legion of soldiers and creatures at one time. Pronounced "Sayr-al."

Lost Shepherd: A tavern in Brindenford owned by a former adventurer. This tavern draws most of those interested in exploring Dragon's Delve.

Lost Temple: An old temple of Glarias somewhere deep in the woods about three miles southwest of Brindenford. Some lingering magic of the imprisoned goddess keeps it hidden from the forces of the Beast God who would love to claim it.

Mages Four: A group of four aligned mages of infamous power. Centuries after Queen Ryssa's people overthrew her and abandoned the dungeon, they claimed most of it for themselves. They built the Entropy Engine, among other powerful artifacts.

Mallock: This god represents the treachery of a river that appears to be a gentle stream one moment, but becomes dangerous rapids the next. Mallock is the dark god whose deceptive nature makes him appealing to some rogues. See Temple of the River Gods.

He is Lawful Evil, and his domains are Evil, Law, and Trickery. His favored weapon is the dagger and his symbol is a serpent entwined around a crescent moon. Pronounced "Mal-ock."

Master Mui Yan: An infamously skilled warrior who teaches fighting secrets in a hidden dojo deep in Dragon's Delve. Pronounced "Mwee Yahn."

Metterak: The self-styled Prince of Dragons, this red dragon is one of the most infamous wyrms in all the world. He reportedly lairs deep within Dragon's Delve (in fact, that's what gives the place its name). Pronounced "Met-er-ak."

Moontree: A huge tree located in Chordille Keep, sacred to Glarias. It eventually became tainted with evil. Even though the tree was chopped down, its roots live on in the dungeon.

Nag: A minor god of serpents and poison. Nag appears to be a giant cobra made of darkness. He is revered by the Venom Cult and a few serpentine creatures (nagas, for example). His mate is Nagaina, and they are frequently worshipped together, although Nagaina is never mentioned without Nag. See Level 6: Domain of the Venom Cult.

Nag is Lawful Evil. His domains are Evil, Knowledge, and Death. His favored weapon

is a very long, curved knife (a short sword). Pronounced "Nog" and "Nog-ah-eena."

Nibul of the Seven Arches: A mysterious magical being that traveled with Lord Saral when he explored Dragon's Delve. Nibul was slain by Metterak. Pronounced "Nie-bull."

Old Man's Tunnel: An entrance into the dungeon via a natural tunnel that runs just south of Brindenford into Level 6 of Dragon's Delve. Although most of the locals have heard of it, very few know where it can be found or if it's real.

Orr: A fabled wizard-priest whose tomb lies hidden in Dragon's Delve. Pronounced "Or."

Phaedor Rhendelmar: A half-elven druid most believe to have been mad. In ages past, he attempted to create methods to grow plants underground and tested his theories in Dragon's Delve.

Pholaen the Worldweaver: An elven wizard and member of the Mages Four. He has a mobile laboratory deep in the dungeon. Pronounced "Fo-layn."

Pit in the Woods: South of Dragon's Delve is a pit where, hundreds of years ago, locals threw criminals and madmen. The pit leads, eventually, to Level 9, where some descendants of those thrown in the pit dwell.

Poet's Bridge: An ancient stone bridge over the River Turant south of Brindenford. Site of a huge battle between the forces of Lord Saral and the Red Saint.

Queen Ryssa: A cruel dwarven queen of antiquity who forced her people to delve

deep into the earth, creating much of the dungeon. Pronounced "Rie-sah."

Ramscorn: Ferocious orc barbarian that is the leader of the Bestial Host guards of the Beast God temple on the first level of the dungeon. He set out to explore and conquer the rest of the dungeon and can be found on Level 2 in area 51. See also The Stolen Bracer.

Red Saint: A powerful cleric named Azassarrah that led an army against the forces of Lord Saral. Once he had defeated Lord Saral and cleared the upper levels of Dragon's Delve, he created a magical prison in which to place his enemies. Azassarrah is pronounced "Azz-ah-sayr-ah."

Rivenyk: A demon lord who holds sway on Level 7. He was secretly worshipped by Duchess Chordille. Pronounced "Riv-en-ik."

Scroll: The troll priest-king of the Bestial Host. He dwells in the hills far from the dungeon but sends guards and priests there to watch over the temple on Level 1. In theory, he may visit himself one day.

Sea of Eternal Storms: A magical ocean far, far away. At least one terrible storm rages upon these waters at all times, making them virtually impossible to navigate. At the center lies the island of Khorant.

Shakaran Titanslayer: This human male sorcerer was one of the Mages Four and specialized in physical combat, enhanced by magic. Pronounced "Shah-kar-an."

Signar Fuen: Powerful adventurer who died in the dungeon. Signar was once a high-level fighter and explored much of

the dungeon. He reached Level 14, where his party all died, and he was drained by undead down to 3rd level. He was killed in area 2. In his flight from the dungeon, he lost an intelligent amulet on Level 12. Pronounced "Sig-nar Fway-en."

Sillitta Ederus: Cleric of Vune. Engaged to Whedon Rasholt. See the Temple of Vune

Serrestique: Female human wizard who came to the dungeon to seek information about the Mages Four. She used a number of chambers on Level 1, but is currently in stasis in the prison on Level 5. Pronounced "Sayr-est-eek."

Stoneseek: Name that Queen Ryssa's dwarves gave to the location now known as Dragon's Delve.

Teigel Fascher: Male human shopkeeper in Brindenford that caters specifically to adventurers headed off to Dragon's Delve. He sells regular gear as well as the occasional magic item. See also Fascher's Supply.

Tekunki: A powerful spirit (a "fire god") that dwells atop the Angry Mountain on Khorant. Likely a representative of the gods or other forces that destroyed the original civilization on the island. Pronounced "Teck-oon-ee."

Tenebrynn Glimmersight: Male elf in Brindenford being considered for the town's council, despite the fact that he opposes the actions of the the Logger's Guild. Pronounced "Ten-ee-brin." See Logger's Landing for more information.

Terregaunt: A dark, brooding fighter. Terregaunt was a henchman of Lord Saral when he first came to Dragon's Delve, but eventually became an important figure all his own. He built a tower to the southwest of the dungeon. Pronounced "Terr-ah-gawnt."

Theophrastus: Human sorcerer who has sealed himself up in an indestructible gem on Level 8 of the dungeon in order to awaken 1,000 years in the future (and to hopefully outlast his enemy Bargelos). Pronounced "Theo-frass-tuss."

Tral-Ferrer: A djinni lord trapped in Dragon's Delve by a strange curse for many years more than a thousand years ago. To enact his escape, he wove a magical carpet said to hold some secret of the dungeon. The carpet was divided into three parts.

Twelve Secret Sigils: Physical manifestations of the Dragon Prince's power in Dragon's Delve, these symbols have appeared throughout the dungeon. Finding and indentifying them will grant creatures power, usually having a draconic aspect of some kind. Each of the twelve sigils is more powerful than those that come before it, so the twelfth is the greatest of them.

Uoto: Half-celestial warrior who served the Red Saint. Now buried in Terregaunt's Tower. Pronounced "Oo-oh-toe."

Urlaster: Sorcerer from more than 100 years ago who explored Dragon's Delve. He lived in Brindenford, his former home is now the tavern, the Lost Shepherd. He fashioned a key that provides a way into the Prison of the Red Saint. Pronounced "Ur-las-ter."

Urgan: Oldest of the children of Kulaj, Urgan is the worker who uses the power of the river for his own ends as he shapes steel and stone. Urgan is the Neutral Good god of the earth and metalworkers and stoneworkers. He appeals to dwarves, gnomes, and perhaps orcs. See the Temple of the River Gods.

His domains are Earth, Fire, and Good. His favored weapon is the warhammer. His symbol is a wheel with hammer and gemstones set on it. Pronounced "Er-gahn."

Val Donage: Retired female human adventurer who explored Dragon's Delve who now owns the Lost Shepherd. Pronounced "Val Don-adge."

Vangell: Human male sorcerer who explored much of Dragon's Delve and now lives among the pirates on Khorant. Pronounced "Van-gel."

Venom Cult: A secretive, evil cult devoted to murder, death, poison, and serpents. The cult uses a portion of Dragon's Delve as its base of operations, although it has secretly infiltrated the town of Brindenford as well. The cult's patron is Nag, a minor but extremely sinister god.

Vesh: Humanoid creatures descended from either blind cave fish or very deep sea fish, or perhaps both. These blind, freshwater carnivores are strictly subterranean and can be found mainly on Level 3 of Dragon's Delve, although a few have wandered elsewhere. Use locathah stats.

Vraedix: A magical information storage device based on a semi-sentient thinking machine the Mages Four discovered on a different world. Found on Level 7 of Dragon's Delve.

Vimble Mirhoffal: A wealthy halfling male in Brindenford. He is the proprietor of Queen's Crafts. Pronounced "Vim-bul Meer-hof-al."

Vune: A goddess of light, purity, and charity. Most, but not all of Vune's clerics are female. Those that are not belong to a sub-sect called the Brothers of Charity and focus on aiding the poor, the sick, and orphans in the name of their goddess. The rest of the clergy is interested in spreading Vune's teachings of helping others before helping oneself. Vune's worship is widespread and extremely popular. Her clerics are often treated as a special, highly respected social class. See also the Temple of Vune.

Vune is Lawful Good. Her domains are Good, Healing, and Sun. Her favored weapon is a mace. Pronounced "Voon."

Wendways: A mystical conduit stretching through Dragon's Delve allowing near-instantaneous travel between key spots throughout the dungeon.

Whedon Rasholt: Head guildsman of the Logger's Guild. Engaged to Sillitta Ederus of the Temple of Vune. See also the Logger's Landing.

BRING A GENIUS TO THE TABLE!

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