

DUNGEON A DAY

DRAGON'S DELVE LEVEL 8: The Ghost Door

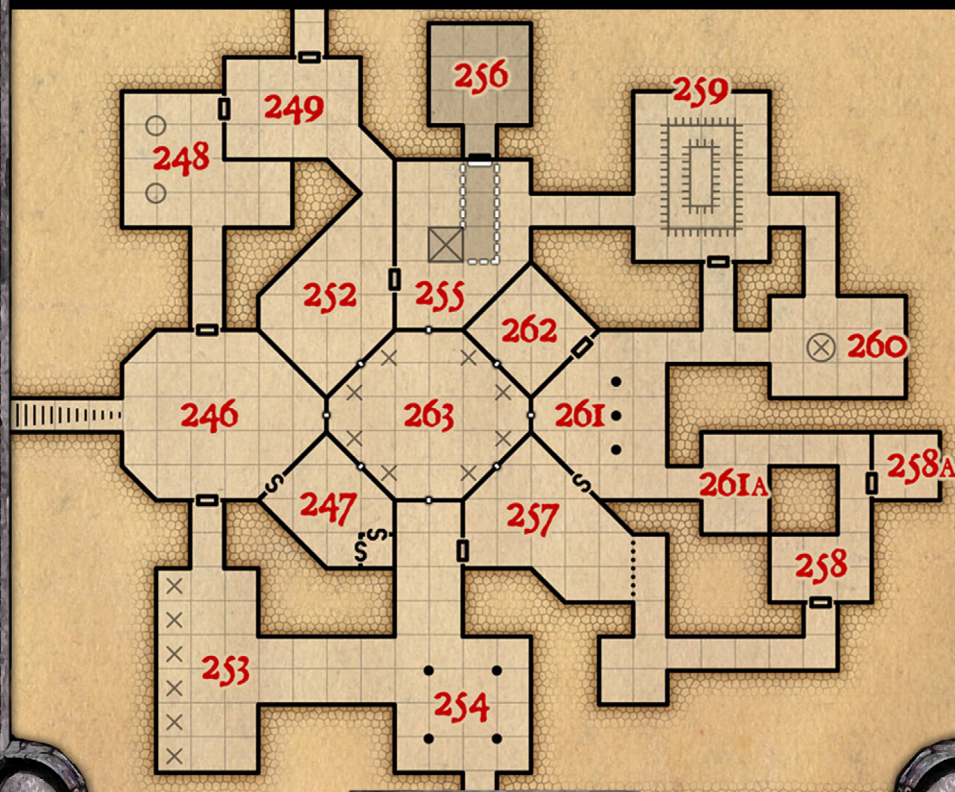
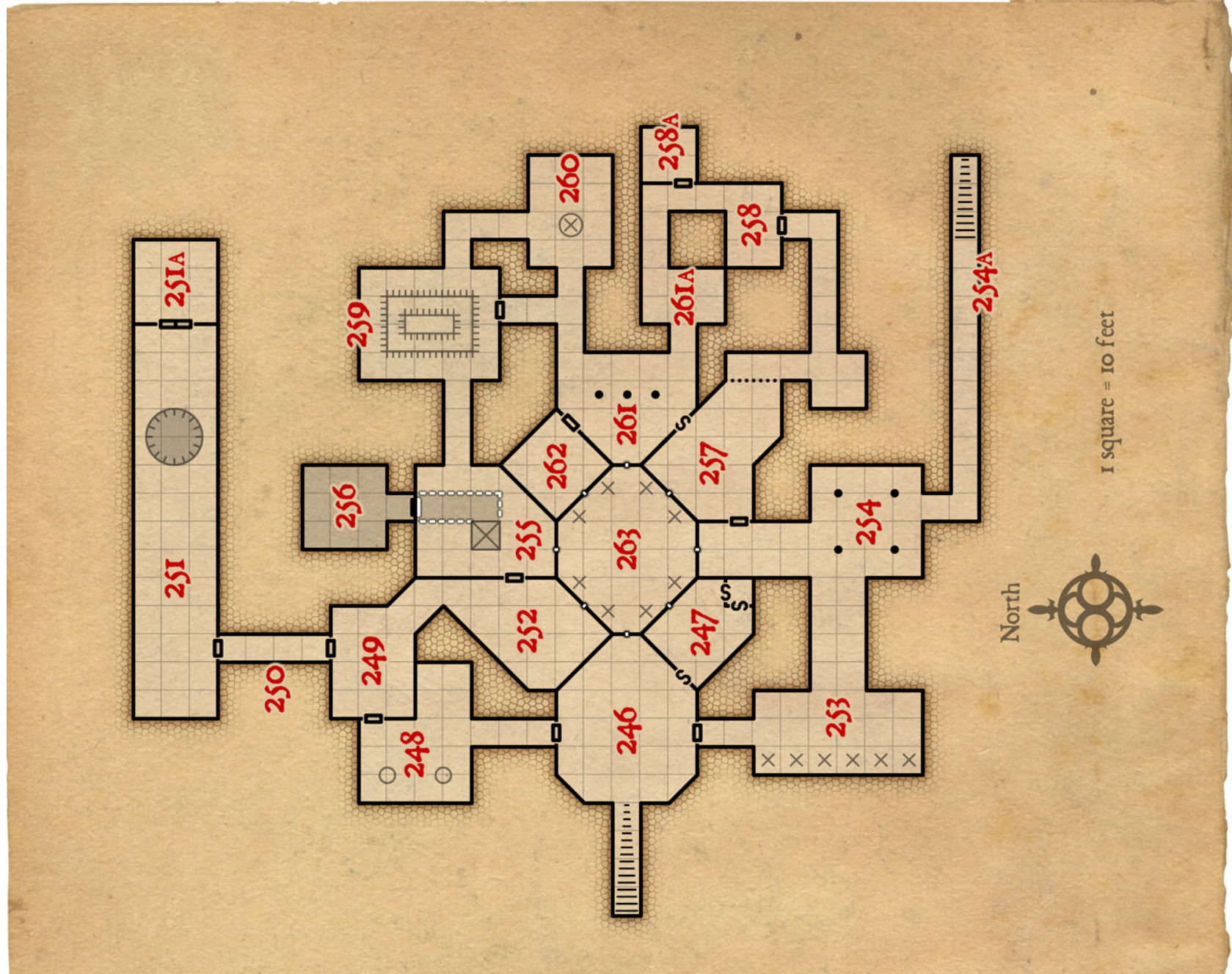


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DRAGON'S DELVE

LEVEL 8: THE GHOST DOOR



LEVEL 8: THE GHOST DOOR

More than most of the levels above it, Level 8 remains more or less like it the dwarves that initially built much of the dungeon intended. The walls are bare and smooth, the ceilings high (usually about 20 feet high), and the doors are made of stone and unlocked (unless otherwise described: hardness 8, 60 hp, Break DC 28).

The centerpiece to Level 8 is the Ghost Door itself, the manifestation of ghostly power and intention possessed by Duchess Andra Chordille herself. Many of the chambers of the level are built around the Ghost Door chamber, and a tiny window into each provides a faint illumination from its own otherworldly glow. PCs can't make out any details about the Ghost Door or the chamber it is in from these windows, however. The light is too bright and each window too small. Getting into that central chamber is not straightforward.

Discovering the Ghost Door itself brings Chordille Keep back into existence on the surface above Dragon's Delve in a ghostly form as the PCs will discover the next time they leave the dungeon. The keep itself will be detailed after Level 8.

The Ghost Door calls to the many ghosts and spirits that haunt Dragon's Delve and the surrounding area. Many have answered that call, filling the level with undead of all kinds and in particular, ghosts. In addition to the stated inhabitants in each area (even

if there are no inhabitants), each location has 1d8 ghosts in it as well. These ghosts take no real action and cannot be harmed or affected by the PCs except through turning. They are turned as 2 HD undead creatures—easily done, however they will always be turned first in an encounter involving other undead, “soaking up” some of the cleric's turning capacity as it were. See also Miscellaneous Ghosts of Level 8.

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 23 encounters on Level 8.

MISCELLANEOUS GHOSTS OF LEVEL 8

Level 8 is full of ghosts. The PCs cannot really fight or interact with most of these ghosts, in any way, although they can be turned. These ghosts are the 1d8 extra ghosts mentioned in the Level 8 category page. Every time the PCs come into an area, there are 1d8 ghosts in the room in addition to whatever else the room might contain. Some are full-body apparitions. Some are faint shadows. A few are partial apparitions—just a head, or an upper body. Some appear to be warriors, or mages. Most, however, have the look of commoners: farmers, merchants, and even children. Those with ranks of Knowledge (local) might notice that some of them dress in a fashion that is far, far out of date, while others do not.

These mysterious spirits watch what the PCs do, but they do not interfere in any way. Questions posed to them go unanswered. Weapons and spells have no effect upon them, even those specifically designed to harm incorporeal creatures or the undead.

They can be turned, and in fact are always the first creatures turned when a turning attempt is made.

Basically, these ghosts are present to give the level a strange, unique atmosphere.

No matter where the PCs go or what they do, they will be watched by enigmatic, dispassionate observers.

The DM should play up this strangeness, particularly if the PCs stop to rest on this level. Although the ghosts cannot harm them, they may sometimes get in the PCs' way, obstruct their view, or just come unnervingly close.

If called, Hunter, the dog from area 30 can chase all the ghosts out of a room for 1d6 hours. Likewise, a character who accepted the gift from the encounter The Dream can, once per day, ask or tell all the ghosts within sight to leave, and they will disappear for 1d6 hours.

THE DREAM

Summary: This special bonus encounter occurs while a PC sleeps.

Sights and Sounds: This encounter can happen any time one PC goes to sleep.

You stand on a shoreline tossed with broken boulders the size of houses. A cold wind blows off the sea thick with spray and salt. The sun recedes below the horizon as a woman in a diaphanous ivory dress approaches you, nimbly and quickly navigating the jagged rocks. She reaches you even before you expect, stopping just out of



arm's reach. Her slender face, her green eyes, and her auburn hair make her a striking vision, but it is what she holds in her lithe hand that makes her truly remarkable. By all appearances, she has plucked a star down from the darkening, twilight sky and now offers it to you.

Encounter: Pick one PC at random (or choose based on personality, predilection, or player preference). At some point, when that PC sleeps, he has a dream in which a mysterious woman approaches him and offers him the gift of a tiny glowing orb.

If the PCs talk to her, he finds her willing to talk, but not always forthcoming with clear answers. Her name is Giamisa Vabrilina (Gee-ah-mee-sah Vah-brill-ee-ah) and she says she is from "all over," or "not from here." If the PC asks where they are, she says, "In your dream, of course."

The gift she offers, she says, is "knowledge and vision, both of which are blessings."

If the PC refuses the gift, attacks Giamisa, or does anything other than take the gift, she frowns and the dream ends. The PC awakes with a start and her voice echoing in his ears, "fortune favors the brave."

If the PC accepts the gift, the glowing sphere feels warm to his touch and makes his skin tingle. Giamisa says, "the past shapes the present as well as the future. Learn from those who have come before." The dream ends with her smile. The PC awakes gently and feels well rested.

Development: Once each month or so, a PC who accepted the gift gains a special insight from the DM while in the dungeon or similar

locale. The insight comes in the form of a sudden vision or voice of a ghost appropriate to the location and situation. For example, if the PC is in area 103, he could see the ghosts of various individuals--perhaps even the Red Saint himself--activating the levers in the alcoves. If the PC is in area 126, he might see the ghost of some horribly mutated man (the subject of some experiment in that very lab) warning the PC not to touch the corpse on the platform. If the DM wishes, sometimes the insight gained may not be as directly applicable. Sometimes it may only offer background details, such as seeing the smugglers in operation in area 66.

The sight of ghosts is not a comforting one. For every such insight, however, the PC must make a Will save (DC 18) to avoid being so startled and disturbed by such haunting visions that he suffers 1d2 points of Wisdom damage.

Further, the PC never suffers a miss chance when attacking incorporeal undead of any kind--shadows, wraiths, specters, and so on--as though he always wielded a ghost touch weapon or used spells with force effects, although attacks to which the undead would be 100% immune to, like strikes from a nonmagical weapon or spells incapable of affecting an undead, still inflict no harm. This benefit, too, comes with a price. Each time the PC encounters incorporeal undead they attack him in preference to other targets.

Lastly, Hunter the ghost dog from area 30 will come more often and react more friendly to the PC now.

Background: Giamisa is a ghost. She was a servant in Chordille Keep when it fell, and died with the Duke and Duchess a hundred years ago. She was a devout worshipper of Glarias. She gives the gift to the PC to help them succeed in Dragon's Delve, in the hopes that when he reaches Level 8, he can free her and her fellow trapped spirits.

LEVEL 8 RANDOM ENCOUNTERS

Use this chart for determining random encounters for Level 8 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
01-75	No encounter
76-79	1d6+2 wights
80-85	1d6+2 ghouls
86-89	1d6+2 shadows
90-95	1d2+1 Wraiths
96	Spectre
97	Mohrg
98	Greater Shadow
99	1d4 Spectres
00	Dread Wraith

Wandering encounters typically have no treasure.

246. THE KNIGHT'S LEGACY

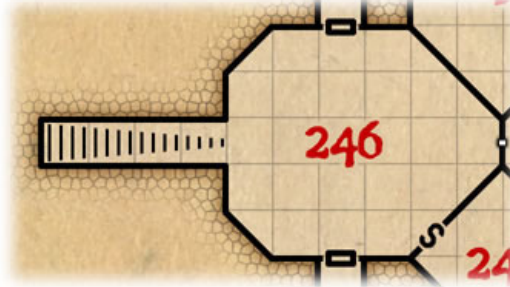
Summary: The ghost of a knight waits here, hoping to transfer his legacy and obligations to a living soul.

Sights and Sounds: This chamber is dimly lit. Those making a Listen check (DC 20) can hear the faint sounds of someone moving slowly in armor.

The walls and floor of this large room are bare, smooth stone, with only a few cracks to mar them. The ceiling is high, vaulted and coffered. Opposite the stairs, which appear to be made of interlocking pieces of bone, a bluish-white light shines through a small slit in the wall. You see an armored man standing upon an old rug of black and gold threads in the middle of the room. He appears greatly injured, and he calls out to you in the Common tongue. "You must help me." His accent is difficult to place.

Window: The narrow window is eight inches high and two inches wide, far too narrow for any creature larger than tiny to fit through. It looks into area 263, but the light (coming from the Ghost Door) is too bright to make out any details in the room. Note that the window is too small to cast spells through.

The Knight: The wounded man is Sir Deamis Errad, a knight that once dwelled in the Duchy of Chordille. He is actually a



dead spirit, but he doesn't seem to realize that fact. A group of bandits wounded Deamis, who had sworn to protect the duchy in the name of Duke Chordille. He begs the PCs to swear to take up this oath, and with it will come his legacy. His need is urgent, and he is reluctant to waste time answering a lot of non-pertinent questions. However, he is a good fellow and a noble man.

If any character has a signet ring of Duke Chordille, found in area 242, the knight confuses that character for the Duke and bows down before him or her. He does as that character commands, although if commanded to do anything other than talk, he disappears, returning in 4d6 hours, without any memory of the command, the character, or any prior encounters.

Deamis seems solid and real to the touch. PCs can apply bandages to his wounds, although a Heal check (DC 15) suggests that his wounds are fatal and can't really be helped. Any use of healing magic causes him to disappear for 4d6 hours, as previously described.

PCs can make Spot checks (DC 15) to notice that despite his terrible wounds, no blood stains the carpet or floor. Deamis is a ghost, and he died of his wound far outside the dungeon. Confronting Deamis about this or any other bit of evidence that he is a ghost results in Deamis ignoring that character. Attacking Deamis causes him to disappear for 24 hours, whereupon he will beseech all he encounters to take up his legacy.

The Legacy of Sir Deamis Errad: If anyone agrees, he will guide them through this oath: "I swear in the name of Duke Bryson Chordille and the great goddess Glarias that upon the forfeiture of my own life, I will do my utmost to defend this land against evil and all that would do it and its inhabitants harm." Then Deamis appears to die (at peace), and then fades away. He does not return.

The character swearing this oath before Deamis gains the ability to smite evil foes, a special attack that can be used against all evil foes while in the Lost Duchy. This ability functions once per day. When used, the character adds his Charisma bonus to their attack roll and their character level to their damage roll. However, if the character ever willingly and willfully rejects a fair opportunity to oppose serious evil in the land, he suffers a negative level (never turning into an actual lost level) until he atones (via an atonement spell). The DM adjudicates what is considered serious evil and a fair opportunity. Essentially, the intent here is to stop the PC from not even trying to oppose a real challenge. It doesn't mean that the PC has to slay every goblin and dire rat in the Duchy, nor does it mean he has to foolishly throw himself into fights he cannot win. The PC is free to delay his actions until which time as he can better take on the challenge. Sincere intent,

ultimately, is more important than action, in this case.

Secret Door: The secret door (Search check DC 25) leading into area 247 is locked. A portion of the wall pivots when a hidden button next to it is depressed, but depressing it reveals a hidden keyhole. The key is long lost, but an Open Locks check (DC 30) will open it.

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 twists around more than 100 feet to the north before they reach Level 7.

Connections: This chamber connects to areas 245, 247, 248, and 253.

See the Map of Level 8.



247. VENGEFUL SPIRITS (EL 7)

Summary: This secret room may seem like a treasure vault, but it is not. You will need the Treasure Chest Illustration handout (see Appendix C).

Secret Door: The secret door (Search check DC 25) leading into this chamber from area 246 is locked. A portion of the wall pivots when a hidden button next to it is depressed, but depressing it reveals a hidden keyhole. The key is long lost, but an Open Locks check (DC 30) will open it.

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

You see an oddly shaped room with smooth, bare stone walls and floor. Pale blue light comes into the room via a tiny hole in one wall, casting odd shadows. In front of the door, an open, broken coffin lies on the floor. Across from the door stands an elaborate gold chest with a lion motif. A pair of bags lie near it one with coins spilling out of it. Finally, two spears lean up against it.

Show the players the Treasure Chest Illustration handout.

Window: The narrow window is eight inches high and two inches wide, far too narrow for any creature larger than tiny to fit through. It looks into area 263, but the light (coming from the Ghost Door) is too bright to make out any details in the room. Note that the window is too small to cast spells through.



Coffin: There's nothing of interest about the coffin.

Chest: The chest, while real (although empty), is possessed by angry ghosts. If anyone attempts to open it, it attacks. The chest is a medium animated object, but it is much tougher than normal. It has a Strength of 18, its bite attack (the lid) has an attack bonus of +10 and it inflicts 2d6+6 damage. Further, it can breathe a 30-foot cone of fire that inflicts 6d6 points of damage (Reflex save DC 18) every other round instead of biting. It is immune to fire. The chest is CR 4.

Chest, medium animated object: hp 40

Bags: Both of the bags are *bags of devouring*, cursed objects that eat what's put inside. But currently hold 100 gp. One attacks as soon as someone reaches in to grab the money. The other allows the money to be taken, and functions itself as a *bag of holding* (Type I) for a while, and then eats what the PCs put inside it. Yes, this is very mean.

Spears: When the chest begins to attack, the longswords lift off the ground as though wielded by warriors. They make attacks with a +12 bonus, inflicting 1d8+6 damage. The spear tips are poisoned, so the first character they strike must save against this as well (Fort save DC 17, 1d2 Dex/1d2 Dex). They otherwise can be treated as medium animated objects as well. They are each CR 3.

Spears, medium animated objects (2): hp 35 and 32

Laughter: When the objects in the room begin to harm PCs, the room fills with disembodied laughter.

Secret Doors: In addition to the secret door that grants entry to this chamber, there are two secret doors that lead into a tiny room beyond. One--the northernmost-- is fairly easily found (Search check DC 20) and one is much better concealed (Search check DC 30). Both are false stone panels that slide down into the floor. Perhaps not surprising, the easier to find door is trapped.

When someone attempts to open that door, two things happen. The door itself sends a blast of electricity into the opener, and it magically repairs and reanimates the chest and spears (including re-poisoning the spear tips), assuming they have been destroyed and are still in the room. This is true even if the objects have been rendered to dust or ash.

Shocking Grasp Trap: CR 3; magic device; proximity trigger; automatic reset; spell effect (*shocking grasp*, 5th-level wizard, 5d6 electricity, no save if touching door); Search DC 26; Disable Device DC 26.

Secret Chamber: Those looking into this room see another chest in the southeast corner. This, however, is an illusion. If someone interacts with the chest at a distance, they can attempt a Will save DC 17 to discover that it is not real. This must be done at a distance because the small chamber itself teleports anyone that enters it to area 248--inside one of the glass pillars, where they will drown if they cannot escape.

Background: This whole chamber was designed by evil, vengeful spirits simply interested in tricking and harming (or killing) explorers and adventurers. They created everything in the room with spiritual power. Those looking for magical auras find



a faint aura of necromancy over the objects in the room (even the coffin, which is just there for effect) and throughout the secret chamber.

Upping the Ante (EL 9): Have the bags of devouring serve as small animated objects and fly around the room attempting to grapple and eat PCs.

Connections: This chamber connects to area 246.

See the Map of Level 8.

248. ECTOPLASMIC CYLINDERS (EL VARIES)

Summary: Two glass pillars are filled with a strange liquid--and possibly something more.

Sights and Sounds: This room is dark and quiet.

This room contains two large cylinders, like pillars made of glass. They appear to be filled

with some kind of thick, murky liquid, although there may be something more substantial inside as well.

An empty bier is in the east end of the chamber, engraved with twined rose vines.

The Glass Cylinders: The two cylinders run from floor to ceiling and are almost four feet in diameter. The liquid inside is a thick mixture of water and ectoplasm. Each also contains a single zombie. The zombies cannot break out, but if someone comes close to the glass, a zombie lunges at them from out of the murk.

The glass is supernaturally hard, but not unbreakable. It has a hardness of 6, 50 hit points, and a Break DC of 30. However, it has a hardness of 20 when it comes to attacks from the undead. Thus, the zombies will never get out. The zombies are immersed and covered in thick ectoplasmic muck, so the fact that there is treasure on them and with them is imperceptible unless they get out.

Being Teleported in From Area 247: Anyone teleported into the cylinders must hold their breath or they will begin to drown. The zombie in the cylinder begins to attack immediately. Only natural or light weapons can be used in the cylinder due to the tight quarters, although the tight quarters negate the miss chance that would normally come from the low visibility. Also, characters in the cylinders lose any bonuses to AC from Dexterity. Otherwise, characters are limited or penalized in their actions as if they were underwater.

If more than one character is teleported from area 247, they go in different cylinders. After that, teleporting characters are distributed as evenly as possible. However, if more than four characters (plus the zombie) are teleported into the cylinder, the cylinder bursts. Everyone inside it suffers 5d6 points of damage (including the zombie), and spills out into the room. Those within 5 feet of the cylinder on the outside will also suffer this damage, although a Reflex save (DC 20) reduces the damage by half.

Anyone that dies inside the cylinder will become a zombie in 1d4 days, even if the corpse is removed.

Inhabitants: The zombies in the cylinders were once adventurers. However, as zombies, they retain virtually none of their class abilities. Use stats for human commoner zombies, except for the following:

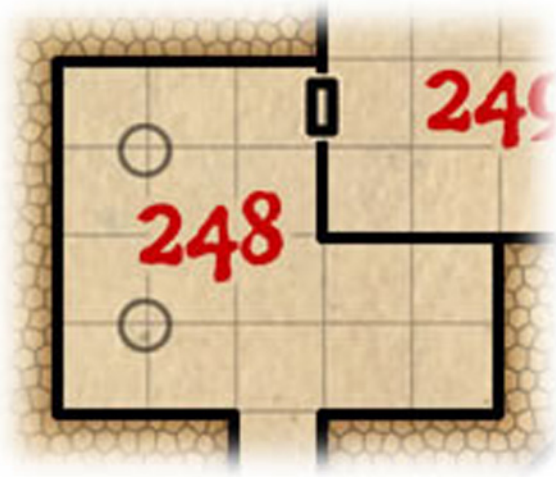
Zombie #1 gains +1 to attack and damage due to greater strength, and +6 to AC because it is wearing +1 chainmail.

Zombie #2 gains +3 to AC due to greater Dexterity and that it's wearing +2 bracers of armor.

Zombies (2): hp 20 and 16

Treasure: In addition to what the zombies are wearing, zombie #2 has a *wand of shield* (17 charges) tucked into its rotting leather belt. On the floor of the cylinder in which zombie #1 resides lies a rotting bag of 25 gp and 89 sp, as well as a +1 flail.

The Bier: There are 16 semiprecious stones set into the stone carving on the bier,



providing the red for the roses. Each piece is worth 10 gp. Removing them all would take about 10 minutes.

Upping the Ante: Use the stats for bugbear zombies for each zombie.

Connections: This chamber connects to area 246.

See the Map of Level 8.



249. IN MEMORIAM

Summary: A shrine here holds a puzzle to open the door to the west. You will need the Riddle Plate handout (see Appendix C).

Sights and Sounds: This chamber is dark and quiet.

Two features stand out in an otherwise empty room. The first is the door in the north wall. It appears to be made of a smooth, almost shimmering blue steel that appears extremely

sturdy. The second is a large stone monument against the south wall. It is tall and well made of granite and marble. Images of people and creatures, both sculptures and reliefs, adorn its every surface. A brass plate with writing is mounted upon it.

The Shrine: Examining the monument closely reveals that the people depicted are all dwarves. This monument, then, is incredibly ancient, having stood here since Dragon's Delve's origin. The creatures are various subterranean beasts, some recognizable (trolls, dragons, manticores) and some not. The monument is meant to be a shrine dedicated to a number of great dwarven heroes that took part in the dungeon's creation.

The brass plate is 500 years old, but new relative to the monument. Show the players the Riddle Plate handout. It has the following inscription:

Three simple answers, in order, and then you can proceed northward to gold and glass.

Feed me so I may live. Give me drink so I may die. What am I?

How much dirt will I find in a hole three and a half feet wide, six feet deep, and eight feet long?

What passes beneath the sun every day, yet possesses no shadow?

The answer to the first riddle is "fire." The answer to the second is "none." (There's no dirt in a hole. The hole is empty.) The answer to the third riddle is "wind." If someone says the three answers one after



another, "fire, none, wind," this is close enough to the password for the bluesteel door, "Farnunwin" to get it to open.

The Northern Door: This door is a bluesteel door. The clue to finding out the password, "Farnunwin", is in the puzzle in the shrine. Background : This puzzle was created and left here by that puzzle-loving bard from 500 years ago, Jumanik.

REVISIT (EL 8)

Later on, when the PCs come back into this chamber, six snarling wights have found their way here. They attack any living creature they see immediately and relentlessly. The wight with the most hit points also wears masterwork splint mail, slowing his speed to 20 but increasing his AC to 21. Another wight wears a white gold bracelet (110 gp).

Wights (6): hp 48, 41, 37, 25, 22, 21

Connections: This room connects to areas 248, 250, and 252. See the Map of Level 8.

250. UNNERVING CORRIDOR (EL 8)

Summary: A few things in this room threaten to unnerve even the bravest adventurer. You will need the Eerie Tapestry Illustration handout (see Appendix C).

Door from the South: This door is a bluesteel door. The password is “Farnunwin.”

Door from the North: This stone door is locked (Open Locks DC 28).

Sights and Sounds: This hall is dark and quiet.

This corridor appears to be about forty paces long. The ceiling is low, and a few metal rings have been pounded into it as though something was once affixed to them. A few more similar rings are pounded into the smooth stone walls. Lying almost in the center is a desiccated corpse in ragged black clothing. A wooden stake pierces its chest. Upon the eastern wall hangs a faded tapestry. The other end of the hall ends in a sturdy door.

Rings: Once used to affix hanging lamps, these have no current purpose.

Corpse: This is just a normal human corpse, set up here by the hidden inhabitant to scare intruders into thinking that it is the corpse of a vampire.

Tapestry: The image on the tapestry is difficult to make out, but upon close examination it seems to show a robed man with a staff in the background, and in the foreground a number of other figures in distress. After a moment, one realizes that the figures in the foreground are skeletal and seem to be rotting right before one’s eyes, worsening moment by moment. Show the players the Eerie Tapestry Illustration handout. Anyone looking upon this image triggers a special symbol of fear that affects anyone in the corridor. All affected must make a Will saving throw (DC 20) to avoid becoming panicked for 1d6+1 rounds. Even those that succeed at the saving throw are shaken for that amount of time.

Inhabitant: Only making itself known (by manifesting) if at least one creature has fallen victim to the tapestry, a ghost of a minor noble haunts this corridor.

Seviar Donid

Male Human Ghost (Lawful Evil)

Aristocrat 6 CR7

Init +1 Speed 30 feet

HD 6d12 hp 34

AC 16, touch 16, flat-footed 15

Languages Common, Elf, Dwarf

BAB/Grapple +4/+6

Attack +5 melee touch (1d6, corrupting touch)

SA Corrupting touch, horrific appearance (1d4 Strength, Dexterity, and Constitution damage, Fort save DC 18 resists), and manifest

SQ darkvision 60 feet, undead traits, and turn resistance +4

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

Str 12, **Dex** 13, **Con** -, **Int** 15, **Wis** 14, **Cha** 21

Crucial Feats Combat Expertise, Dodge

Other Feats Mounted Combat, Track

Crucial Skills Hide +12, Intimidate +14, Jump +5, Listen +16, Search +14, Spot +15, Use Rope +4.

Other Skills Handle Animal +13, Knowledge (Local) +3, Ride +10.

Possessions Gold and pearl brooch (320 gp).

Tactics: Seviar manifests if the tapestry makes at least one PC panic. After that PC begins to flee, he appears before the rest, making a corrupting touch attack and bringing his horrific appearance to bear as well. However, if the PCs manage to inflict even 10 points of damage to him, he flees to area 251 (going right through the door).

Slaying Seviar: Unless his brooch is destroyed, if “slain,” Seviar appears wherever it is, 2d4 days later.

Treasure: If “slain,” Seviar drops his brooch, which becomes real and normal in all respects.



Background: Seviar was Andra Chordille's uncle, who originally helped corrupt her and set her on the path so that she would eventually become a demon worshipper in league with Rivenyk.

Connections: This chamber connects to areas 249 and area 251.

See the map of Level 8.



251. SKULLS, EYES, AND THE REAL TREASURE

Summary: Erralak's Shaft intersects this great hall, concealing a room that holds treasure. You will need the Treasure Chest Illustration handout (see Appendix C).

Sights and Sounds: This chamber is dark and quiet.

A great hall with a high, arched ceiling stretches east to west here. The finely cut stone walls are adorned with three tiered registers of bas relief carvings. The top and bottom show are angular patterns that seem iconically Dwarvish in nature. The central shows elegantly dressed dwarves walking in procession to what appears to be a grand feast.

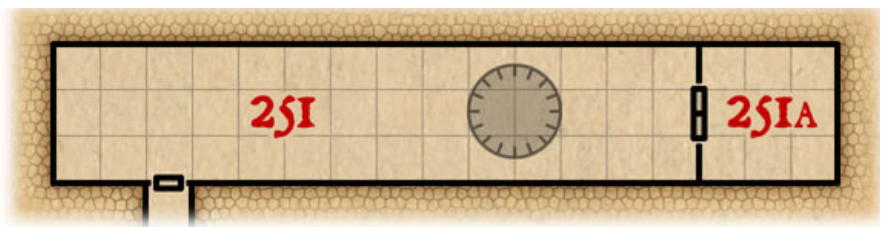
Toward the western end, you see a dirty glass cylinder rising from floor to ceiling almost as wide as the hall itself, leaving just a space of just a few feet on either side.

Door to 251A: It's important to note that this door won't be seen by the PCs unless they actually move around the glass cylinder.

Carpet of Skulls: This grisly display is yet another horrific construction of the twisted ghost, Seviar, in area 250.

Glass Cylinder: This glass cylinder is immune to magic and indestructible. It extends from this level to Levels 1, 2, 5, 7, and 10. It has an overwhelming magical aura of abjuration. It's worth noting that the glass even blocks incorporeal creatures, so even the ghosts can't get in. Unlike in most other chambers intersecting the shaft, the cylinder here is very dirty.

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. 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.

Development: Seviar the ghost from area 250 may have fled here from that hall. If so, he is fully "healed" and attacks the PCs 1d4 rounds after they enter. This time, he does not flee.

251A: The door to this room is not secret, but it's difficult to notice unless you're close by and looking right at it (not through the dirty glass cylinder), as it is stone and flush the wall. It is also locked (Open Locks DC 30).

The room itself holds a golden chest, a large bag of coins and two spears. Show the players the Treasure Chest Illustration handout. The ghosts that created area 247 intentionally copied the treasure in this room. PCs may be unnerved by this, but this real treasure chamber is actually safe.

The bag holds 522 gp.

The chest itself is worth 200 gp (it is made of gold and fine wood). It holds 50 gold ingots, each worth 100 gp. The chest also has a false bottom (Search DC 25) that contains a *chime of opening* wrapped in felt.

One of the spears is a +1 *longspear*. The other is a +1 *ghost touch longspear*. The latter

glows with a faint blue-white light in the dark (the equivalent to a candle flame) and bears the inscription, "Fear not that which haunts or skulks."

Connections: This chamber connects to area 250.

See the map of Level 8.



252. THE GRAVEN WALL

Summary: This chamber offers information about Duchess Chordille and the Ghost Door itself. You will need The Duchess' Inscription handout (see Appendix C).

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

This odd-shaped room is quiet and mostly empty. Bluish-white light streams in through a narrow slit in the southeast wall. A copper brazier adds additional light from a shallow alcove in the northwest wall. A horned skull peers from the top of the alcove, while human skulls decorate the sides.

A long inscription is engraved in the southwest wall. A blue and white carpet lies on the floor in front of the inscription.

The Inscription: The words inscribed on the wall are written in Common and say this:

I SAY UNTO YOU, GOODLY FOLK OF
HONORABLE STATION
IN YOUR FINE HANDS LIES THE KEY
TO OUR ETERNAL SALVATION
SPIRITS WE ARE NOW, TO AND FRO,
CONDEMNED TO WANDER HERE
YOU CAN GRANT US REST AND
REPRIEVE AND END ALL OUR FEAR
SEEK THE MAGIC SPELL SO
CAREFULLY PREPARED FOR YOU
OPEN FOR US THE GHOST DOOR, SO
THAT WE MAY PASS THROUGH

Show the players The Duchess' Inscription handout.

This is a deception to make those coming here believe that the ghosts that wander about Level 8 can be put to rest if they follow the instructions. This is not entirely true. Duchess Andra Chordille created this inscription when she created the Ghost Door with the hope that someone would open the Ghost Door and set her plans in motion. She made it difficult, however, because she wants only powerful and capable people to do so, for she intends on possessing one or more of them so that she may restore her razed keep and live again. See area 263 for more information.

The Rug: Hidden on the underside of the rug (Search DC 20 to find) is the first third of a torn scroll. The other pieces can be



found in areas 258 and 259. Together they lay out a special arcane spell that must be cast in order to gain access to area 263.

REVISIT (EL 8)

The next time the PCs come into this chamber, they find that a pair of ettins has wandered here from Level 9. They are both asleep, but awoken as soon as the characters enter. One of the ettins wears masterwork chainmail (making its AC 20), the other wields a masterwork morningstar and a masterwork longsword (adding +1 to its attack rolls but keeping the damage the same). They've put down two sacks near the inscription. One has some rancid meat and moldy cheese, the other holds three large amethysts (200 gp each) and 904 gp.

Connections: This chamber connects to area 249 and area 255.

See the map of Level 8.



253. THE GHOST HUNTER (EL 8)

Summary: A creature has recently come to this area that feeds upon the ghosts that make this level their home.

Sights and Sounds: This chamber is dark. PCs making a Listen check (DC 10) can hear the sounds of struggle and noisy eating, but note that there is something strangely muffled and distant about the sound.

Along the western wall of this chamber stand six granite statues, each depicting a different figure, most wearing regal robes or other finery. Many are cracked or even missing portions.

A pale man with strange hair stands before a ghostly figure of an elven woman, translucent and bluish-white. The spirit remains utterly

motionless while the top of the pale man's head opens, exposing a second, horrific mouth surrounding by writhing tendrils that devours the spirit. Then the man--or whatever it is--turns toward you.

Inhabitant: The "man" is a creature called a lastrogos, or "spirit devourer." It has eaten all the ghosts in this room, and now seeks to consume the spirits of the PCs.

Lastrogos: hp 40

Tactics: The lastrogos uses its paralytic gaze to incapacitate as many PCs as it can and then engages in melee with any still mobile. If all its foes are incapacitated, it attempts to use coup de grace to finish off a PC

so it may feed.

Development: The lastrogos has devoured all the ghosts in this chamber. If it is slain, a few more will wander in within 1d6 hours. If the spirit devourer somehow remains alive, it will continue to roam Level 8 and feed on the spirits here. The PCs could potentially track it by following the trail of ghost-free rooms on this level.

The Statues: These statues were not made by the dwarves, but by other dungeon residents that came after--but not long after. These statues, which each depict an ancient king, are in poor condition, with cracked faces and broken limbs.

Connections: This room connects to area 246 and area 254.

See the map of Level 8.



New Monster

Lastrogos (Spirit Devourer) CR 8

Medium Aberration
(Chaotic Evil)

Initiative +5 **Speed** 30 feet

HD 9d8 **hp** 40

AC 21, touch 15, flat-footed 16

BAB/Grapple +6/+7

Attack +11 melee
(1d8+1, bite)

Full Attack +11 melee (1d8+1, bite) and +9
melee (1d4, bite) and +9 melee (1d4, 2 claws)

Space/Reach 5 feet/5 feet

SA Paralysis gaze, devour spirits

SQ Darkvision 60 feet, see invisibility, DR
10/+1, SR 18

Fort +4, **Ref** +8, **Will** +9

Str 12, **Dex** 20, **Con** 11, **Int** 11, **Wis** 17, **Cha**
19

Crucial Skills Hide +10, Listen +13, Move
Silently +10

Other Skills Knowledge (arcana) +4

Crucial Feats Dodge, Mobility, Track(B),

Other Feats Multiattack, Weapon Finesse

Although there are creatures far more powerful than the lastrogos, few are as feared. For even the common folk know that if a lastrogos, or "spirit devourer," slays you, it eats your soul, destroying it forever.

Even undead spirits have much to fear from the spirit devourer, a creature who cannot only affect incorporeal creatures as easily as corporeal ones, but whose touch renders them immobile and unable to act the easier to devour them.

Despite its two dangerous-looking mouths, the lastrogos does not eat meat. It literally eats spirits. Created by terrible sorcery, the spirit devourers roam the world looking for food. The creatures appear able to reproduce asexually, laying one to two fertilized eggs every two to three years.

These adults are too selfish to care for their young, however, so the little ones must fend for themselves as soon as they hatch.

This creature looks, at first glance, like a humanoid with grey and green mottled flesh. However, a closer inspection reveals that what one might take to be hair on the creature's head is actually many tiny, flagella-like tendrils surrounding a large maw at the very apex of its head. This secondary mouth can open wide enough to reveal that, unlike a human, the lastrogos does not house its brain inside its skull (instead, it lies within the creature's chest).

Combat: A lastrogos can subsist on the spirits of small animals and vermin, but it prefers those of more intelligent creatures, from which it gains more sustenance. It likes to attack from ambush, usually on a well-trod path far from its lair. Its strategy involves using its gaze to paralyze all threats. Should some foes resist its gaze at first, it mounts a defensive fight until all are paralyzed. Then, it can slay and devour spirits without worry for its own safety.

Paralysis Gaze (Su): The creature's gaze paralyzes foes for 1d6+2 rounds. It has a 40-foot range (Fortitude save, DC 18). The saving throw DC is Charisma based.

Devour Spirits (Su): The lastrogos can strike incorporeal creatures with no miss chance. Its touch immobilizes an incorporeal creature for 1d6+2 minutes (Will saving throw, DC 18, to negate).

If the spirit devourer slays a corporeal creature, the victim must succeed at a Will save (DC 18) or the lastrogos eats its spirit. Such a victim cannot be revived or raised from the dead.

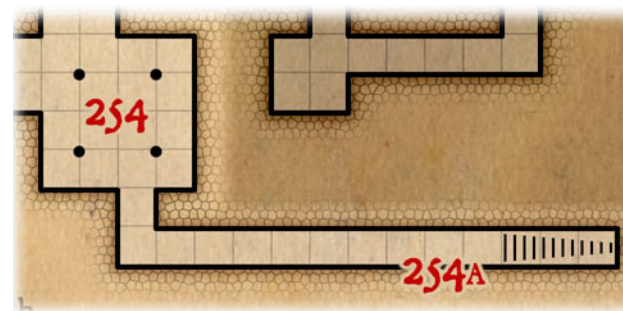
See Invisibility (Su): At all times, the lastrogos can see invisible creatures and objects, including incorporeal creatures and objects.



254. NECROMANTIC PILLARS (EL 8 AND 8)

Summary: Pillars possessed with guardian spirits ward this room.

Sights and Sounds: This chamber is very dimly lit. Anyone making a Listen check (DC 20) can hear faint, sinister whispers but can't make out what they're saying.



A dim light from the wide corridor to the north illuminates this square room and its four columns, each carved to look like tall figures wearing dark cloaks. Upon second glance, the faces revealed in the hoods of the cloaks are merely leering skulls. A few bones lie scattered in the southeast corner of the room, along with what appears to be the haft of an axe.

The Pillars: Each of the sinister-looking pillars here is inhabited by a ghostly spirit. The spirit itself does not manifest, but instead acts through the pillar. They harass and attack any living creature that comes near. They can sense anyone with "blindsense" with a range of 60 feet. Once each round, a pillar can do one of four things:

1. Speak
2. Cast *confusion* on one living creature within 50 feet (Will save DC 16 to resist)
3. Cast *enervation* on one living creature within 50 feet (+8 ranged touch attack)
4. Cast *dimension door* on one living creature within 50 feet and move it to any other spot within 50 feet (Will save DC 16 to resist)

The pillars rarely speak, but when they do, the skull's jaw moves. The pillars say things like, "None shall pass," and "You are mortal, and cannot resist the powers of death." They can also respond to what the PCs or others say. But mostly they remain silent.

The pillars have hardness 8, 100 hit points, and a break DC of 35. If all four are destroyed, within the ruins of the last one the PCs will find that the stone cloak of the pillar becomes a *robe of bones*.

The Bones and Axe: There is nothing of value or interest here. The bones are human.



254A: A long hall leads to the stairs down to Level 9. An albino behir has just wandered up the stairs here, hunting for food. This creature is just like a normal behir except for its coloration and that its lightning breath weapon has a range of 100 feet. The PCs may become first aware of its presence when a lightning bolt blasts down the corridor at them from the top of the stairs. It charges down the hall to attack as soon as it senses the PCs. In the narrow corridor (by its standards, anyway), it can move at normal speed but it cannot make its rake attacks.

Behir: hp 93

Connections: This room connects to areas 253, 257, and 264.

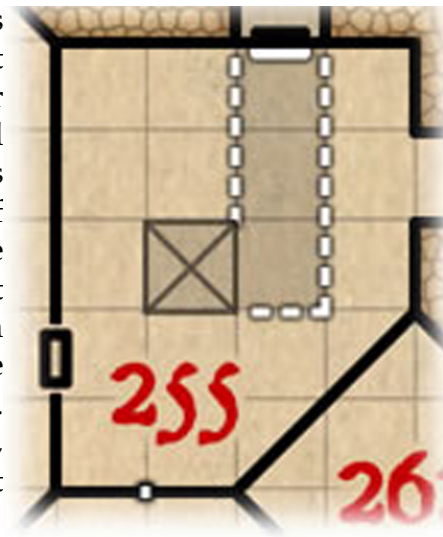
See the map of Level 8.

255. THE PAINTING AND THE PIT

Summary: An old winch once offered an easy way down into a deep pit, but it is now broken.

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

The 35-foot high, vaulted ceiling above you bears an elaborate series of painted images, although the paint is faded and chipped. In the middle of the floor, a 10-foot wide pit yawns over black depths. Next to it is a large winch mechanism. Along the north wall you see an old skeleton of a human in rusted armor. Near it lies a pile of rags.



Bluish-white light from a small slit in the south wall provides very dim illumination.

The Winch Mechanism: This device once lifted and lowered an elevator-like platform up and down in the pit. It

is currently rusted solid, and the rope and platform are long gone.

The Pit: The pit is 40 feet deep, but the sides are rough and relatively easy to climb (DC 15).

Window: The narrow window is eight inches high and two inches wide, far too narrow for any creature larger than tiny to fit through. It looks into area 263, but the light (coming from the Ghost Door) is too bright to make out any details in the room. Note that the window is too small to cast spells through.

Painted Ceiling: The painted ceiling, if studied for a minute or so, clearly depicts a series of scenes with a dwarf rising up out of the mountains, fighting various monsters, and finally ascending into the clouds. A Knowledge (religion) check (DC 15) reveals this to be the origin of a popular dwarven deity.

The Rag Pile: The rags were once clothing, now filthy, moth-eaten, and tattered. Amid the rags (Search DC 15) is an eyepatch that is dirty but in good condition. It is *Debrik's eye patch*.

The Skeleton: The skeletal figure wears corroded and useless half plate armor. It seems to have no other possessions. A close examination of the skull, however, suggests that while living the man suffered a wound to the head that likely blinded him in one eye.

Development: If the PCs spend more than 10 minutes in this room, they will attract the attention of the ghouls in area 256, half of whom will climb up out of the pit as quietly as possible to attack.

Connections: This room connects to areas 252, 256, and 259.

See the map of Level 8.



New Magic Item

Debrik's Eye Patch: This black felt eye patch has a gold rune stitched into the patch. Once per day, the wearer can blast a single magic missile out of the patch as a free action. If a person with two normally functioning eyes wears an eye patch, he suffers a -2 penalty to Spot and Search checks. A person with one good eye wearing the patch over his bad eye suffers no penalties, although presumably he already suffers similar penalties.

Moderate evocation; CL 9th; Craft Wondrous Item, Quicken Spell, *magic missile*; Price: 5,000 gp

256. GHOUL DEN (EL 10)

Summary: A pack of ghouls and ghosts makes it lair in this out-of-the-way chamber. You will need the Charging Ghoul Illustration handout (see Appendix C).

The Door: The wooden door to this room is latched from the inside. However, there is a secret way (Search DC 20 to discover) to trip the latch from the outside. All the ghouls and ghosts inside know this trick. The door has hardness 8, 40 hit points, and a Break DC of 28. Sounds of fiddling at the door attract the ghouls, who likely open the door and attack those outside with surprise.

Sights and Sounds: This room is dark. Those making Listen

checks (DC 18) at the door can hear the ghouls clawing the floor and hissing. Anyone listening at the door detects the stench from within the chamber.

This room stinks even in comparison to the rest of the dungeon. Dried blood splatters stain the walls and floor, and strange monument-like piles of bones and skulls decorate the chamber.



Inhabitants: There are nine ghouls and six ghosts in this room. Each of these undead has a special evil spirit that accompanies them. These spirits are visible, translucent, ghost-like entities, but like the ghosts that inhabit most of this level, they cannot be harmed, nor can they inflict harm. (They can be turned, however.) Each spirit, however, advises its ghoul or ghost, or distracts or confuses their foes. Thus, each adds +2 to the undead's attack rolls and AC. Show the players the Charging Ghoul Illustration handout.

Ghouls (9): hp 22, 20, 19, 17, 17, 13, 12, 11, 11; AC 16

Ghosts (6): hp 33, 30, 29, 29, 25, 24; AC 19

Tactics: The undead here attack fearlessly with straightforward tactics, hoping to overwhelm foes with their numbers.

Bone Monuments: There are five of these piles. In addition to gnawed bones and skulls, each contains 3d10 gold coins or other bits of gold or precious metals (each worth about 1 gp, regardless).

Development: If the PCs linger in area 255 for more than 10 minutes, five of the ghouls, three of the ghastrs, and all of their accompanying spirits move up to investigate.

Upping the Ante (EL 12): Make all of the ghouls in the encounter ghastrs.

Connections: This room connects to area 255.

See the map of Level 8.



257. KADDASSAS (EL 8)

Summary: The ghost of an adventurer haunts this chamber, making it quite unpleasant for the PCs. You will need the Kaddassas Illustration handout (see Appendix C).

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

This oddly shaped room has a large portcullis sealing off the eastern end. A small window in the northwest room lets in a small amount of light. Near the middle of the room stands a stone basin about three feet high and two feet across. You also see a very large ceramic urn, almost five feet tall, with a wax-sealed lid.

As you watch, the basin suddenly but slowly fills with what appears to be blood.

Inhabitants: This room is haunted by Kaddassas, the ghost of an adventurer from more than 100 years ago who died exploring the dungeon with her companion, Tirthen. Kaddassas was a cleric of Glarias. Due to her undead state and that of her goddess, she currently has no spellcasting abilities. However, she has a great many supernatural powers.

Kaddassas

Female Human Ghost (Chaotic Neutral)

Cleric 6	CR 8
Init +6	Speed 30 feet
AC 17, touch 17, flat-footed 15	
HD 6d12	hp 40

Languages Common, Dwarven, Infernal

Attack N/A

BAB/Grapple +4/+4

SA corrupting gaze (30 feet, 2d10 damage and 1d4 Charisma damage, Fort DC 18 resists), frightful moan (30 feet, panicked 2d8 rounds, Will DC 18 resists), manifest, Spell like abilities (CL 12): at will: *dimension door*, *major image*, *telekinesis*, 1/day--*phantasmal killer*

SQ darkvision 60 feet., undead traits and turn resistance +4

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

Str 11, **Dex** 15, **Con** -, **Int** 15, **Wis** 17, **Cha** 21

Crucial Feats N/A

Other Feats Brew Potion, Improved Initiative, Lightning Reflexes, Scribe Scroll

Crucial Skills Concentration +7, Hide +12, Listen +13, Spot +15.

Other Skills Heal +11, Knowledge (Local) +6, Search +13, Spellcraft +6



Tactics: The blood in the basin is an illusion created by Kaddassas. She uses her illusions to fool and frighten intruders for a time, before manifesting to use her frightful gaze attack accompanied by telekinesis. Show the players the Kaddassas Illustration handout. If the PCs manage to damage her at all, she uses dimension door to escape, only to return to plague them later, either in this room or elsewhere on this level. She will make their lives difficult until she is permanently exorcized.

Permanently Exorcizing Kaddassas: The only way to put this ghost permanently to rest is to take her remains to the surface. She does not want to spend the rest of eternity in the dungeon.

The Bracer: If someone wears the *bracer of endless armory* from area 243 in this chamber, they are compelled to go to area 258 (specifically, 258A). Once there, they know



that they must find Kaddassas' remains and return them to the surface.

Window: The narrow window is eight inches high and two inches wide, far too narrow for any creature larger than tiny to fit through. It looks into area 263, but the light (coming from the Ghost Door) is too bright to make out any details in the room. Note that the window is too small to cast spells through.

Basin: Made of cracked granite, this basin is empty but stained with mildew. On the underside, there is a hidden switch (Search DC 22 to find) that raises or lowers the portcullis.

Urn: This large ceramic urn once still contains a small amount of oil.

Portcullis: This heavy gate of iron and wood requires a Strength check (DC 25) to lift or break. It has a hardness of 8 and 40 hit points. There is a hidden switch on the basin that raises or lowers it.

Secret Door: A Search check (DC 20) is needed to find this secret door. This 12-foot wide wall section pivots fairly easily when pushed.

Development: If the PCs go to area 258, Kaddassas goes there as well.

Connections: This room connects to areas 254, 258, and 261.

See the map of Level 8.

258. KADDASSAS' REMAINS (EL 9)

Summary: The remains of an adventurer present the means to put a dangerous ghost to rest.

Sights and Sounds: This chamber is dark and quiet.

The only thing furnishing this smallish chamber is a marbletop table. On the table you see an old scroll, a wooden snuff box, and an incense burner with a few bits of incense.

Suddenly, you hear a terrible shriek and the walls of the room begin to bleed.



Table: The scroll is blank but too old and brittle to really be used. The other items appear to be nothing special, and are worth perhaps 10 gp for all of it.

The stone table has a secret compartment within it (Search DC 25). It is about eight inches across and long, and about 1 inch

deep. This compartment contains the middle third of a torn scroll. The other pieces can be found in areas 252 and 259. Together they lay out a special arcane spell that must be cast in order to gain access to area 263. The compartment also contains a copper ring with a large piece of amber. In the amber is a large beetle. The ring is worth 150 gp, however it is also one of several similar rings allowing one to pass into a restricted area on Level 11.

Inhabitant: Regardless of anything that may have happened or not happened in area 257, if the PCs are here, the ghost of Kaddassas is as well. (If damaged in any way from a prior encounter, Kaddassas is fully "healed.")

Kaddassas

Female Human Ghost (Chaotic Neutral)

Cleric 6 CR 8

Init +6 **Speed** 30 feet

AC 17, touch 17, flat-footed 15

HD 6d12 **hp** 40

Languages Common, Dwarven, Infernal

Attack N/A

BAB/Grapple +4/+4

SA corrupting gaze (30 feet, 2d10 damage and 1d4 Charisma damage, Fort DC 18 resists), frightful moan (30 feet, panicked 2d8 rounds, Will DC 18 resists), manifest, Spell like abilities (CL 12): at will: *dimension door*, *major image*, *telekinesis*, 1/day--*phantasmal killer*



SQ darkvision 60 feet., undead traits and turn resistance +4

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

Str 11, **Dex** 15, **Con** -, **Int** 15, **Wis** 17, **Cha** 21

Crucial Feats N/A

Other Feats Brew Potion, Improved Initiative, Lightning Reflexes, Scribe Scroll

Crucial Skills Concentration +7, Hide +12, Listen +13, Spot +15.

Other Skills Heal +11, Knowledge (Local) +6, Search +13, Spellcraft +6

Tactics: The blood from the walls is an illusion created by Kaddassas. She uses her illusions to fool and frighten intruders for a time, before manifesting to use her frightful gaze attack accompanied by telekinesis. Show the players the Kaddassas Illustration handout. If the PCs manage to damage her at all, she uses dimension door to escape, only

to return to plague them later, either in this room or elsewhere on this level. She will make their lives difficult until she is permanently exorcized.

Permanently Exorcizing Kaddassas: The only way to put this ghost permanently to rest is to take her remains to the surface. She does not want to spend the rest of eternity in the dungeon.

258A: The stone door of this room is locked (DC 30 to open). The door has a hardness of 8, 60 hit points, and a break DC of 35.

This room contains a sarcophagus. The ancient sarcophagus is adorned with relief carvings of dwarves and etched dwarven runes on the wall above it read, "Here lies Gallech, Master Mason and Hammerlord." The sarcophagus is sealed with a clever mechanism. It requires no key, but a Search check (DC 28) reveals a secret switch that allows it to be opened. However, if a second switch (Search DC 30) is not also tripped, poison gas floods the small room.

Poison Gas Trap: CR 7; mechanical; location trigger; manual reset; gas; multiple targets (all targets in a 20-foot-by-20 foot room); poison (DC 15 Fortitude save resists, 1d6 Con/1d6 Con); Search DC 20; Disable Device DC 16.

The remains of the dwarf Gallech lies in the sarcophagus, but so do the remains of Kaddassas, who--as a ghost--moved her own bones into this receptacle for safekeeping.

A Heal check, or a Knowledge (nature) check (DC 20) is needed to separate the

remains of the two bodies, one male dwarf and one human female. Neither is well preserved (although considering how long he's been there, Gallech's remains are actually extremely well preserved, considering), and thus are jumbled.

Tomb robbers who found the second switch have already taken anything of value from Gallech's tomb.

Connections: This room connects to area 257 and area 261.

See the map of Level 8.

259. BEWARE THE SLEEPING SORCERER (EL 4 OR 13)

Summary: Hidden within this room is a giant gemstone in which a sorcerer sleeps.

Sights and Sounds: This room is dark and quiet.

A two-tiered platform of smooth stone rises from the middle of the floor here. The edges bear a rectangular pattern in relief, crafted with great skill and precision. However, someone has scrawled something on the side eastern side of the platform at about eye level. An empty torch sconce made of iron is in each corner of the lower tier.

The Platform: Each tier of the platform is 7 feet high, so the very top is 14 feet above the floor. The ceiling is 25 feet high.

The Scrawl: It reads, in Common, "Beware the Sleeping Sorcerer."

The Invisible Gem: Resting on the top tier is an invisible gem of impossible size. It is nine feet long and four feet across. If touched, it becomes visible for one minute. Anyone looking upon the gem can see that a figure lies inside it. This human man appears to be about 40 years old. He has dark features and wears finely made robes with a starry pattern. He is either asleep or dead and perfectly preserved.

The gem cannot be moved or harmed. Attempting to do either, however, disturbs the sleep of the sorcerer who attempts to possess the offending character as if using magic jar. The offending character must make a Will save (DC 20). Failure means that the character's soul and consciousness go into the sorcerer's body (immobile in the gem) and the sorcerer inhabits the body of the character. The sorcerer then uses the

character's body to cast a fireball to affect as many of the PCs in the room as possible (including the possessed character). The fireball inflicts 10d6 damage (Reflex save DC 19 for half). Then the sorcerer returns to his body and the trapped character's soul returns. Of course, if the fireball killed the body, the soul doesn't return but goes on to the afterlife.

The sorcerer in the crystal continues to do this each time he is disturbed, as many as seven times in one day. He never speaks, but he does cackle evilly. He's not a nice guy.

Theophrastus: The sorcerer is Theophrastus, an ancient sorcerer who created the magical gem in which he sleeps to keep him safe. It is Theophrastus' plan to sleep protected from harm and even aging, for 1000 years, because he desires to see the future. He has already slept here for 480 years.

Theophrastus

Male Human (Lawful Evil)

Sorcerer 13 CR 13

Init +1 **Speed** 30 ft

HD 13d4+13 **hp** 54

AC 11, touch 11, flat-footed 10

Languages Common, Gnoll, Orc, Dwarven, Draconic

Attack +5/+0 melee (1d4-1, dagger)

BAB/Grapple +6/+4

Fort +5 **Ref** +5 **Will** +11

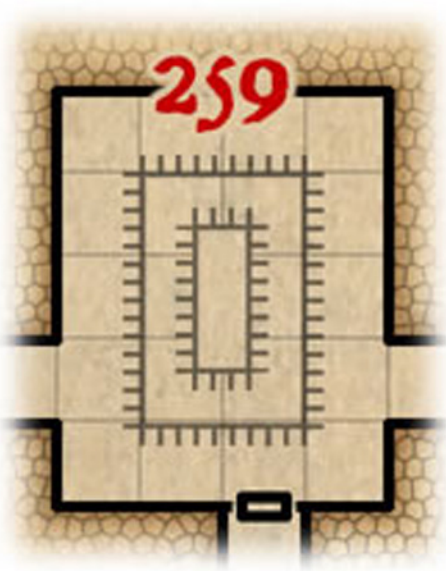
Str 6, **Dex** 12, **Con** 13, **Int** 18, **Wis** 16, **Cha** 20

Crucial Feats Combat Casting, Spell Focus (Evocation), Heighten Spell, Maximize Spell, Quicken Spell

Other Feats Alertness, Craft Wondrous Item

Crucial Skills Bluff +18, Climb +3, Concentration +16, Heal +6, Listen +7, Spellcraft +20, Spot +8.

Other Skills Handle Animal +13, Intimidate +13, Knowledge (Arcana) +8, Search +9



Spells CL 13, +4 melee touch, +7 ranged touch

6th (4/day)--*greater dispel magic*, *repulsion* (DC 21)

5th (7/day)--*break enchantment*, *cone of cold* (DC 21), *mage's faithful hound*, *hold monster* (DC 20)

4th (7/day)--*black tentacles*, *charm monster* (DC 19), *solid fog*, *wall of fire*

3rd (7/day)--*fireball* (DC 19), *ray of exhaustion* (DC 18), *stinking cloud* (DC 18), *water breathing*

2nd (7/day)--*blur*, *cat's grace*, *false life*, *levitate*, *pyrotechnics* (DC 17)

1st (8/day)--*color spray* (DC 16), *feather fall*, *magic missile*, *shocking grasp*, *shield*

0 (6/day)--*arcane mark*, *daze* (DC 15), *detect magic*, *flare* (DC 15), *light*, *message*, *prestidigitation* (DC 15), *read magic*, *touch of fatigue* (DC 15)

Possessions +1 dagger, robe of scintillating colors, ring of climbing, potions of lesser restoration, *hide from undead* and *cure moderate wounds*, scrolls of *cone of cold*, magic jar, *scrying*, gold ring (75 gp), 14 pp.

The Secret Compartment: Hidden along the north wall is a secret compartment (Search DC 23 to find). Inside this compartment is the last third of a torn scroll. The other pieces can be found in areas 252 and 258. Together they lay out a special

arcane spell that must be cast in order to gain access to area 263. Once complete, this spell can be cast anywhere on this level, teleporting (no chance of error) the caster and up to six other willing targets into area 263. If cast in 263, it can teleport the same group anywhere on Level 8 the caster has visited previously. This should be treated as a 3rd level spell, cast by any spellcaster, with no chance of failure.

Development: On Level 10, the dragon Bargelos may geas the PCs into returning here with the diamond lance to free and then slay Theophrastus. If the diamond lance is used to destroy the otherwise indestructible gem and Theophrastus is freed, he will angrily attack those who ruined his plans. However, if reduced to less than 30 hit points, he will attempt to bargain for his life, offering to take the PCs to the Vault of Gems on Level 10.



In this situation, Theophrastus will have no spells already cast, so while he deals with foes with *repulsion*, *cone of cold*, and *hold monster*, he will also *quicken shield*, *blur*, and *false life* to give himself some defense.

Upping the Ante (EL 6 or 13): Have Theophrastus, while in the body of a character, use *cone of cold* (13d6 damage, Reflex DC 21 for half) instead of *fireball*. To make it worse, use maximized *fireballs* (60 points of damage, Reflex DC 19 for half).

REVISIT

The next time the PCs come here-regardless of what they did or did not do the first time they visited-they see obvious scorch marks on the walls where Theophrastus unleashed a *fireball* or two. Obviously, someone else has been disturbing him while the PCs were away.

Connections: This room connects to areas 255, 260, and 261.

See the map of Level 8.

260. FEET OF CLAY (EL 10)

Summary: The statue here is both a metaphor and a golem.

Sights and Sounds: This room is dark and quiet.

A stone gargoyle 12 feet tall and 6 feet wide stands hunched over upon a short dais that is 10 feet across. It seems to be positioned so that it stares intently at the blank eastern wall. Although the entire statue is stone, its feet appear to be made of clay.



Statue: The stone gargoyle statue is actually a clay golem, or rather, there's a clay golem inside the stone statue. Essentially, there's a stone "shell" around the clay golem, except for its feet. It does not reveal itself right away.

Of course, a statue with clay feet is a metaphor for something with a hidden fault. In this case, the fault is that the statue is looking the wrong way. PCs will believe that it is looking at the eastern wall because there's something hidden there. There is not. The statue should be looking at the southern wall, where the hidden cache lies.

If the secret in the south wall is discovered, the clay golem animates, smashing out of the stone statue in one round. Then it attacks, fighting and pursuing anyone in the room when it awakens until they are dead, at which time it returns to its position, and a new stone shell forms over it over the course of 1d4 weeks.

Clay Golem: hp 90

Secret Cache: There is a secret cache behind the section of the wall immediately to the

south of the statue (Search DC 28). The bricks there can be removed with some effort (perhaps 1 man-hour of work assuming some kind of tool--even a crude one--is available). If the PCs do this, they find a compartment about three feet across, three feet high, and one foot deep. It contains some extraordinarily ancient dwarven treasures. These treasures include:

1. A small hammer and anvil forged as a single piece of solid gold (750 gp).
2. A gold box with dwarven etched designs (200 gp) containing six crystal vials with silver stoppers (each worth 25 gp). Each vial has dust inside it. This is the dried residue of old potions. If mixed with pure water by someone making a Craft (alchemy) check (DC 15) or by anyone with the Brew Potion feat, each potion is restored to its previous useful state. The potions are: *bear's endurance*, *bull's strength*, *cure serious wounds*, *lesser restoration*, *shield of faith* +4, and *oil of greater magic weapon* +4.
3. A pair of platinum scroll tubes (100 gp each) containing worthless dust. Intriguingly, the dust still has a faint magical aura of divination. (There were magic scrolls inside, but they disintegrated over time.)
4. Ten crossbow bolts wrapped in cloth of gold (75 gp). Eight of the crossbow bolts are +1 bolts, and two are +1 bolts of orc slaying.

Upping the Ante (EL 11): Allow the clay golem to keep its stony exterior which serves as armor, adding +5 to its AC and granting it a +2 bonus to damage (stone fists hurt more).

Connections: This room connects to area 259 and area 261.

See the map of Level 8.



261. SERPENT PILLARS (EL 9)

Summary: The pillars in this room become guardians given a strange semblance of life by the spirits that inhabit this level.

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

Three fluted columns support the cracked ceiling here. A wall carving on the western wall looks like a door, but anything more than a casual glance reveals that it is not a real exit.

At the center of the carved door is a small slit through which a pale white light flows.

Pillars: One round after the first character enters this room, the three pillars turn into giant constrictor snakes.

There is a faint rumbling sound, and then a loud noise like shattering stone. Each of the three columns begins to writhe back and forth. Suddenly, the top of each pulls free from the ceiling, revealing a giant, hissing serpent's head with long fangs. Before you fully realize what's happening, the column has pulled free of the floor as well, and now coils like a real serpent, although it appears to still be made of stone.

These snakes have an additional +8 natural armor bonus due to their stony exterior, and they have venom like a viper of their size (DC 14, 1d6 Con/1d6 Con damage). Despite their appearance, they are not constructs, but have been given actual life through spiritual energy. Each is a CR 6 challenge.

Giant Stone Snakes (3): hp 90, 77, 61

Tactics: It is a standard action for the pillars to transform into serpents, but that is likely

the surprise round that the snakes almost certainly gain over intruders. Each serpent focuses on one foe, ignore all others, biting and constricting until that foe is dead before moving on to the next. Being real snakes (sort of), they will eat their prey, but only when there are no dangers about.

If the PCs leave this room, the snakes remain here for 10 minutes on guard. Then they return to their positions as pillars, a process which takes two full rounds.

If one of the PCs wears the signet ring of Duke Bryson Chordille found in area 242, the serpents do not attack that character. If that character is the only figure in the room, the serpents bow their heads to him and do nothing else.

Wall Carving: This is truly a false door, representing the Ghost Door in the room on the other side of the wall. However, if a character wears the signet ring of Duke Chordille and is the only living figure in the room (not including the snakes), the door magically becomes a real stone door and opens, allowing access to area 263. This door stays open until the character wearing the ring leaves both area 263 and this chamber.

261A: There are words carved into the ceiling of this small antechamber, but they are faint and hard to notice. Characters passing through must make a Spot check (DC 25) to notice them. Characters searching the room must make a Search check (DC 15) to find

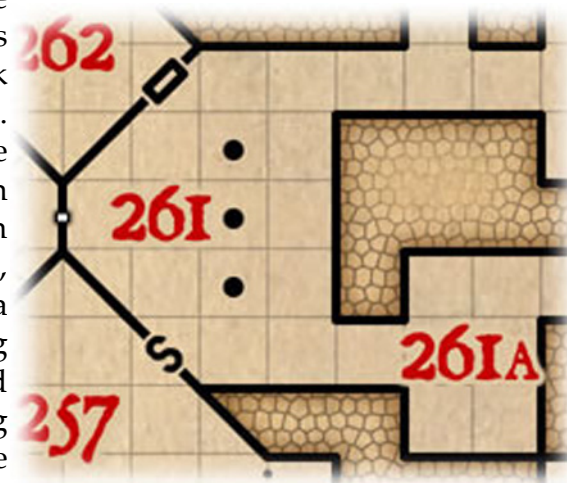
them. They read in Common, "Chordilles come alone."

Secret Door: A Search check (DC 20) is needed to find this secret door. This 12-foot wide wall section pivots fairly easily when pushed.

Background: Andra Chordille, when she created the Ghost Door with the help of Rivenyk, truly hoped that it would be her husband or their heirs (of which they had none) to open the Ghost Door.

Connections: This room connects to areas 257, 258, 259 and 260 (and perhaps 263).

See the map of Level 8.



262. THE DUCHESS' SECRET (EL 10)

Summary: This chamber holds some of the secrets of the Ghost Door.

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



You see a square room, about thirty feet to a side. The room contains a stone sarcophagus. The tattered remains of dark blue draperies hang on the walls, with some pieces of the cloth used having

fallen into filthy heaps on the floor.

Sarcophagus: The sarcophagus is sealed with an arcane lock. Those attempting to smash or break it open find that it has hardness 8, 60 hit points, and a Break DC of 35. If it is opened (or smashed) without saying the name Rivenyk, a ward summons a bebilith demon. This creature is smaller than normal, being only size Large. All of its statistics (including reach) remain the same except that it suffers a -1 penalty to damage rolls and gains a +1 to AC. It is still a CR 10 challenge.

Summon Monster Trap: CR 10; magic device; no reset; spell effect (summon monster IX, 17th-level wizard), Search DC 34; Disable Device DC 34.

Bebilith: hp 150

The sarcophagus is in fact nothing of the sort. Once opened, PCs will see a shaft leading down with an iron ladder at one side. The shaft leads down 20 feet to another room.

Lower Room: This chamber is also 30 feet square. It is obviously a workroom, with all manner of tools and odds and ends. A successful Knowledge (arcana) check (DC 20) allows a PC to recognize that this chamber was used to craft powerful magical devices of some sort.

A long stone table covered with tools and materials (fine woods, semiprecious stones, pure metals, and so on) also has a silver tube with a stopper (60 gp). It contains a nonmagical scroll that details the creation of the Ghost Door. A Knowledge (arcana) check (DC 25) is needed to understand it. The creation requires this scroll, the feat Craft Wondrous Item, 10,000 gp of materials (wood, ivory, silver, and more exotic things), and the following spells: resurrection, major creation, magnificent mansion, and create greater undead. Although the scroll does not reveal exactly what will happen if the door is opened, the reader will learn that spirits are drawn to it and will pass through it when opened. He will also know that the door links somehow to the original Chordille Keep and the Chordille family, reaching even beyond the veil of death.

The materials and tools in this chamber, taken as a whole, are worth 5,000 gp.

Background: This chamber and the one below it were used as a magical workroom by Duchess Chordille as she was creating the Ghost Door and this surrounding area. Demonic servants and allies provided by her patron, Rivenyk, aided her efforts, as she did not have the power to do it herself.

REVISIT (EL 9)

If the PCs got the sarcophagus open, the next time they come here they find a night hag from the level above searching through the workroom for anything of value. In addition to her heartstone, she has a *necklace of fireballs* (Type VII). She will use the necklace if the opportunity arises, although these are close quarters.

Night Hag: hp 65

Connections: This room connects to area 261.

See the map of Level 8.



263. THE GHOST DOOR

Summary: In this chamber lies the trigger for an elaborate ghostly revival of Chordille Keep.

Getting to This Room: Only the spell on the scroll found in areas 252, 258, and 259, or the magical door in area 261 allows characters access to this room. However, they could teleport in under their own power, or pass through the walls magically (or using brute force).

Sights and Sounds: This chamber is well-lit but quiet.

Eight marble statues mark the perimeter of this octagonal chamber, each a man or woman in regal looking garb and a noble countenance. The floor itself is a black and white checkerboard of marble tile, and the low ceiling is marked by ancient wooden beams radiating from the center.

At the middle of the room, stands a door, seemingly made of pale white (almost blue) light. It does not appear to lead anywhere--it is freestanding.

A female voice from somewhere speaks. "Thank you for braving the challenges required to finally reach this chamber. Opening it shall provide us with the means to access our final rest."

The Voice: This voice comes from a magic mouth spell cast on one of the statues.

The Statues: Each statue depicts a Chordille or one of the important figures from their time. The statues include the duke and duchess, their priestess (of Glarias) Sorella, the then-mayor of Brindenford, Beckett, the architect of the keep, Narius Fel, the Duke's aged uncle Doman, the knight Sir Deamis Errad (his ghost is in area 246), the Duke's captain of the guard, Eminar, and the Duchess' sister Graetha Mortiassa.

If Sorella's statue is searched extremely carefully (Search DC 30), PCs may find the symbol of Rivenyk (see area 194) on the back of the statue.

The Door: The door is obviously magical, with a Strong magical aura of conjuration. It is closed, but it can be easily opened as one would open any door.

Opening the Door: If the door is opened, the opener feels a cold chill run down his spine. The open doorway is simply pale, bluish-white light like the door itself. No living creature can pass through the door--it's as though there is a solid barrier blocking

access. Suddenly, all of the miscellaneous spirits on this level walk through the walls into this chamber and one by one pass through the door. It should appear to the PCs watching that just as the voice said, the spirits are able to move on to their proper afterlife. Instead, what

is actually happening is that these spirits are being consumed, their spiritual energy siphoned to recreate a ghostly version of Chordille Keep where it once stood.

From this point forward, if the PCs use the stairs up from Area 1, they do not emerge amid the ruins but instead pass into Chordille Keep itself. This ghostly version of the keep is invisible from the outside, however, so using other exits does not give the PCs any clue that this is what happened.

Characters standing at the Ghost Door after it's been opened, attempting a Knowledge (arcana) check can learn about what's happened:

DC 15 The spirits were trapped here, and are now free.

DC 20 In addition to freeing the spirits, opening the door made some other change to the general environment, but the character does not know what.

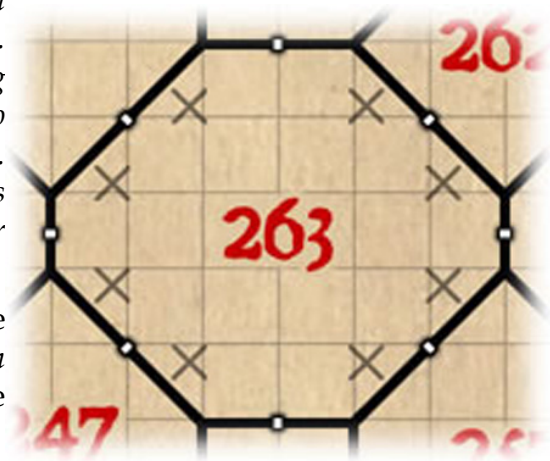
DC 23 In addition to freeing the spirits, something on a massive scale has been conjured.

DC 25 In fact, the spirits were not freed. They did not pass into their proper afterlife. Their essence was used to do something else.

DC 28 It is possible to restore and indeed actually free the spirits, but it can't be accomplished here.

DC 30 Something massive has been conjured on the surface.

Regardless of what the PCs do next, they will no longer encounter miscellaneous ghosts on this level.



Treasure: Each of the statues has pearls for eyes, worth 100 gp each (16 in all).

Background: Andra Chordille foresaw her ultimate fate and developed a contingency plan with Rivenyk's help. She set up the Ghost Door so that it would attract spirits (so that she could ultimately utilize their energy) and so that one day someone--perhaps one of her descendants--would open it and activate her contingency plan.

Connections: This room connects (tenuously) to area 261.

See the map of Level 8.



APPENDIX A: MONSTERS & NPCS

Kaddassas (Room 257 and 258)

Female Human Ghost (Chaotic Neutral)

Cleric 6 CR 8

Init +6 Speed 30 feet

AC 17, touch 17, flat-footed 15

HD 6d12 hp 40

Languages Common, Dwarven, Infernal

Attack N/A

BAB/Grapple +4/+4

SA corrupting gaze (30 feet, 2d10 damage and 1d4 Charisma damage, Fort DC 18 resists), frightful moan (30 feet, panicked 2d8 rounds, Will DC 18 resists), manifest, Spell like abilities (CL 12): at will: *dimension door*, *major image*, *telekinesis*, 1/day--*phantasmal killer*

SQ darkvision 60 feet., undead traits and turn resistance +4

Fort +5 Ref +6 Will +8

Str 11, Dex 15, Con -, Int 15, Wis 17, Cha 21

Crucial Feats N/A

Other Feats Brew Potion, Improved Initiative, Lightning Reflexes, Scribe Scroll

Crucial Skills Concentration +7, Hide +12, Listen +13, Spot +15.

Other Skills Heal +11, Knowledge (Local) +6, Search +13, Spellcraft +6

Lastrogos CR 8 (Room 253)

Medium Aberration (Chaotic Evil)

Initiative +5 Speed 30 feet

HD 9d8 hp 40

AC 21, touch 15, flat-footed 16

BAB/Grapple +6/+7

Attack +11 melee (1d8+1, bite)

Full Attack +11 melee (1d8+1, bite) and +9 melee (1d4, bite) and +9 melee (1d4, 2 claws)

Space/Reach 5 feet/5 feet

SA Paralysis gaze, devour spirits

SQ Darkvision 60 feet, see invisibility, DR 10/+1, SR 18

Fort +4, Ref +8, Will +9

Str 12, Dex 20, Con 11, Int 11, Wis 17, Cha 19

Crucial Skills Hide +10, Listen +13, Move Silently +10

Other Skills Knowledge (arcana) +4

Crucial Feats Dodge, Mobility, Track(B),

Other Feats Multiattack, Weapon Finesse

Although there are creatures far more powerful than the lastrogos, few are as feared. For even the common folk know that if a lastrogos, or "spirit devourer," slays you, it eats your soul, destroying it forever.

Even undead spirits have much to fear from the spirit devourer, a creature who cannot only affect incorporeal creatures as easily as corporeal ones, but whose touch renders them immobile and unable to act—the easier to devour them.

Despite its two dangerous-looking mouths, the lastrogos does not eat meat. It literally eats spirits. Created by terrible sorcery, the spirit devourers roam the world looking for food. The creatures appear able to reproduce asexually, laying one to two fertilized eggs every two to three years.

These adults are too selfish to care for their young, however, so the little ones must fend for themselves as soon as they hatch.

This creature looks, at first glance, like a humanoid with grey and green mottled flesh. However, a closer inspection reveals that what one might take to be hair on the creature's head is actually many tiny, flagella-like tendrils surrounding a large maw at the very apex of its head. This secondary mouth can open wide enough to reveal that, unlike a human, the lastrogos does not house its brain inside its skull (instead, it lies within the creature's chest).

Combat: A lastrogos can subsist on the spirits of small animals and vermin, but it prefers those of more intelligent creatures, from which it gains more sustenance. It likes to attack from ambush, usually on a well-trod path far from its lair. Its strategy involves using its gaze to paralyze all threats. Should some foes resist its gaze at first, it mounts a defensive fight until all are paralyzed. Then, it can slay and devour spirits without worry for its own safety.

Paralysis Gaze (Su): The creature's gaze paralyzes foes for 1d6+2 rounds. It has a 40-foot range (Fortitude save, DC 18). The saving throw DC is Charisma based.

Devour Spirits (Su): The lastrogos can strike incorporeal creatures with no miss chance. Its touch immobilizes an incorporeal creature for 1d6+2 minutes (Will saving throw, DC 18, to negate).

If the spirit devourer slays a corporeal creature, the victim must succeed at a Will save (DC 18) or the lastrogos eats its spirit. Such a victim cannot be revived or raised from the dead.

See Invisibility (Su): At all times, the lastrogos can see invisible creatures and objects, including incorporeal creatures and objects.

Seviar Donid (Room 250)

Male Human Ghost (Lawful Evil)

Aristocrat 6 CR7

Init +1 **Speed** 30 feet

HD 6d12 **hp** 34

AC 16, touch 16, flat-footed 15

Languages Common, Elf, Dwarf

BAB/Grapple +4/+6

Attack +5 melee touch (1d6, corrupting touch)

SA Corrupting touch, horrific appearance (1d4 Strength, Dexterity, and Constitution damage, Fort save DC 18 resists), and manifest

SQ darkvision 60 feet, undead traits, and turn resistance +4

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

Str 12, **Dex** 13, **Con** -, **Int** 15, **Wis** 14, **Cha** 21

Crucial Feats Combat Expertise, Dodge

Other Feats Mounted Combat, Track

Crucial Skills Hide +12, Intimidate +14, Jump +5, Listen +16, Search +14, Spot +15, Use Rope +4.

Other Skills Handle Animal +13, Knowledge (Local) +3, Ride +10.

Possessions Gold and pearl brooch (320 gp).

Tactics: Seviar manifests if the tapestry makes at least one PC panic. After that PC begins to flee, he appears before the rest, making a corrupting touch attack and bringing his horrific appearance to bear as well. However, if the PCs manage to inflict even 10 points of damage to him, he flees to area 251 (going right through the door).

Theophrastus (Room 259)

Male Human (Lawful Evil)

Sorcerer 13 CR 13

Init +1 **Speed** 30 ft

HD 13d4+13 **hp** 54

AC 11, touch 11, flat-footed 10

Languages Common, Gnoll, Orc, Dwarven, Draconic

Attack +5/+0 melee (1d4-1, dagger)

BAB/Grapple +6/+4

Fort +5 **Ref** +5 **Will** +11

Str 6, **Dex** 12, **Con** 13, **Int** 18, **Wis** 16, **Cha** 20

Crucial Feats Combat Casting, Spell Focus (Evocation), Heighten Spell, Maximize Spell, Quicken Spell

Other Feats Alertness, Craft Wondrous Item

Crucial Skills Bluff +18, Climb +3, Concentration +16, Heal +6, Listen +7, Spellcraft +20, Spot +8.

Other Skills Handle Animal +13, Intimidate +13, Knowledge (Arcana) +8, Search +9

Spells CL 13, +4 melee touch, +7 ranged touch

6th (4/day)--*greater dispel magic*, *repulsion* (DC 21)

5th (7/day)--*break enchantment*, *cone of cold* (DC 21), *mage's faithful hound*, *hold monster* (DC 20)

4th (7/day)--*black tentacles*, *charm monster* (DC 19), *solid fog*, *wall of fire*

3rd (7/day)--*fireball* (DC 19), *ray of exhaustion* (DC 18), *stinking cloud* (DC 18), *water breathing*

2nd (7/day)--*blur*, *cat's grace*, *false life*, *levitate*, *pyrotechnics* (DC 17)

1st (8/day)--*color spray* (DC 16), *feather fall*, *magic missile*, *shocking grasp*, *shield*

0 (6/day)--*arcane mark*, *daze* (DC 15), *detect magic*, *flare* (DC 15), *light*, *message*, *prestidigitation* (DC 15), *read magic*, *touch of fatigue* (DC 15)

Possessions +1 dagger, robe of scintillating colors, ring of climbing, potions of lesser restoration, hide from undead and cure moderate wounds, scrolls of cone of cold, magic jar, scrying, gold ring (75 gp), 14 pp.

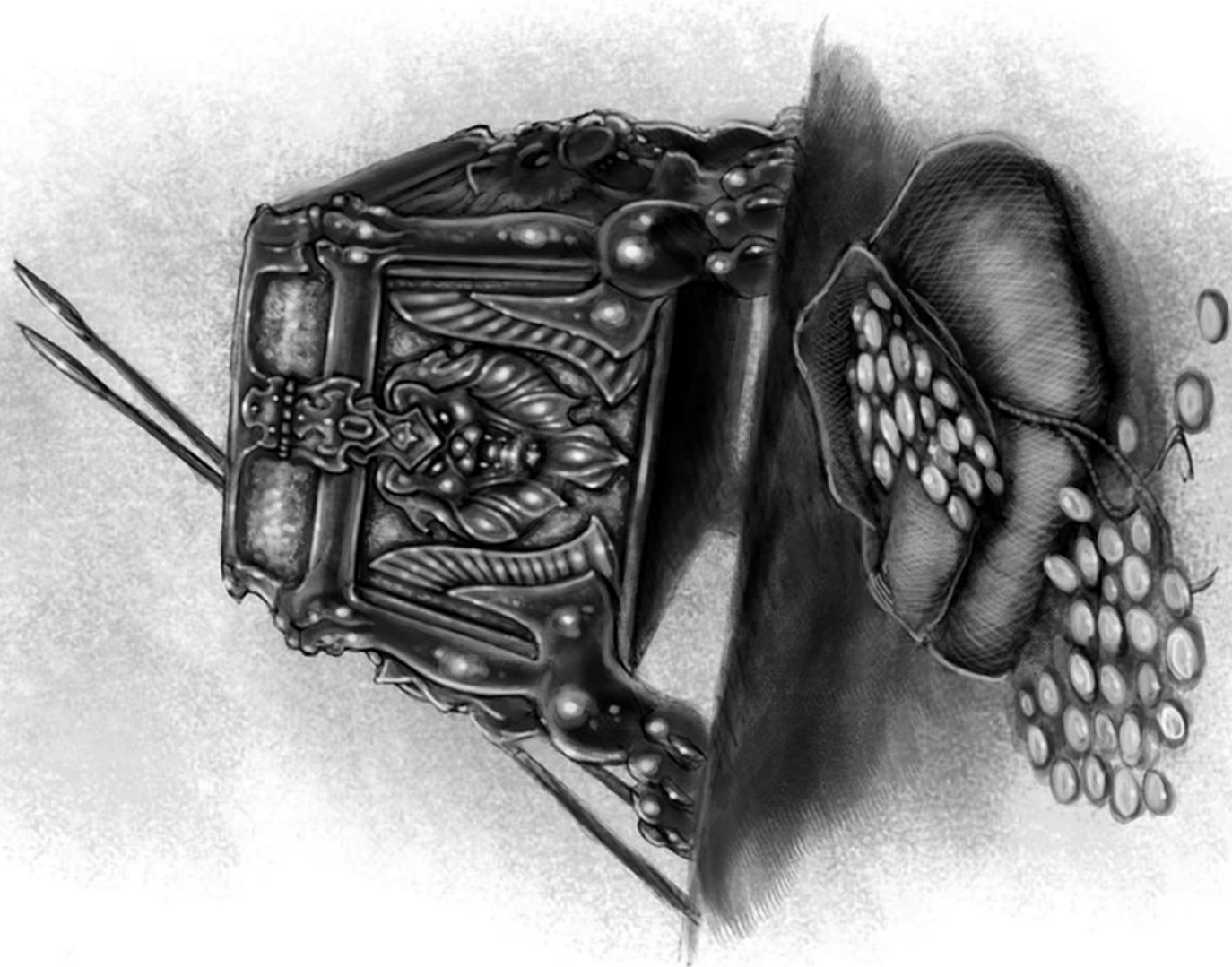
APPENDIX B: SPELLS & MAGIC

ITEMS

Debrik's Eye Patch

This black felt eye patch has a gold rune stitched into the patch. Once per day, the wearer can blast a single magic missile out of the patch as a free action. If a person with two normally functioning eyes wears an eye patch, he suffers a -2 penalty to Spot and Search checks. A person with one good eye wearing the patch over his bad eye suffers no penalties, although presumably he already suffers similar penalties.

Moderate evocation; CL 9th; Craft Wondrous Item, Quicken Spell, *magic missile*; Price: 5,000 gp



Treasure Chest Illustration

**THREE SIMPLE ANSWERS, IN ORDER,
AND THEN YOU CAN PROCEED
NORTHWARD TO GOLD AND GLASS.**

**FEED ME SO I MAY LIVE. GIVE ME
DRINK SO I MAY DIE. WHAT AM I?**

**HOW MUCH DIRT WILL I FIND IN A
HOLE THREE AND A HALF FEET WIDE,
SIX FEET DEEP, AND EIGHT FEET
LONG?**

**WHAT PASSES BENEATH THE SUN
EVERY DAY, YET POSSESSES NO
SHADOW?**



I SAY UNTO YOU,
GOODLY FOLK OF HONORABLE STATION
IN YOUR FINE HANDS
LIES THE KEY TO OUR ETERNAL SALVATION

SPIRITS WE ARE NOW,
TO AND FRO, CONDEMNED TO WANDER HERE
YOU CAN GRANT US REST
AND REPRIEVE AND END ALL OUR FEAR

SEEK THE MAGIC SPELL
SO CAREFULLY PREPARED FOR YOU
OPEN FOR US THE GHOST DOOR,
SO THAT WE MAY PASS THROUGH

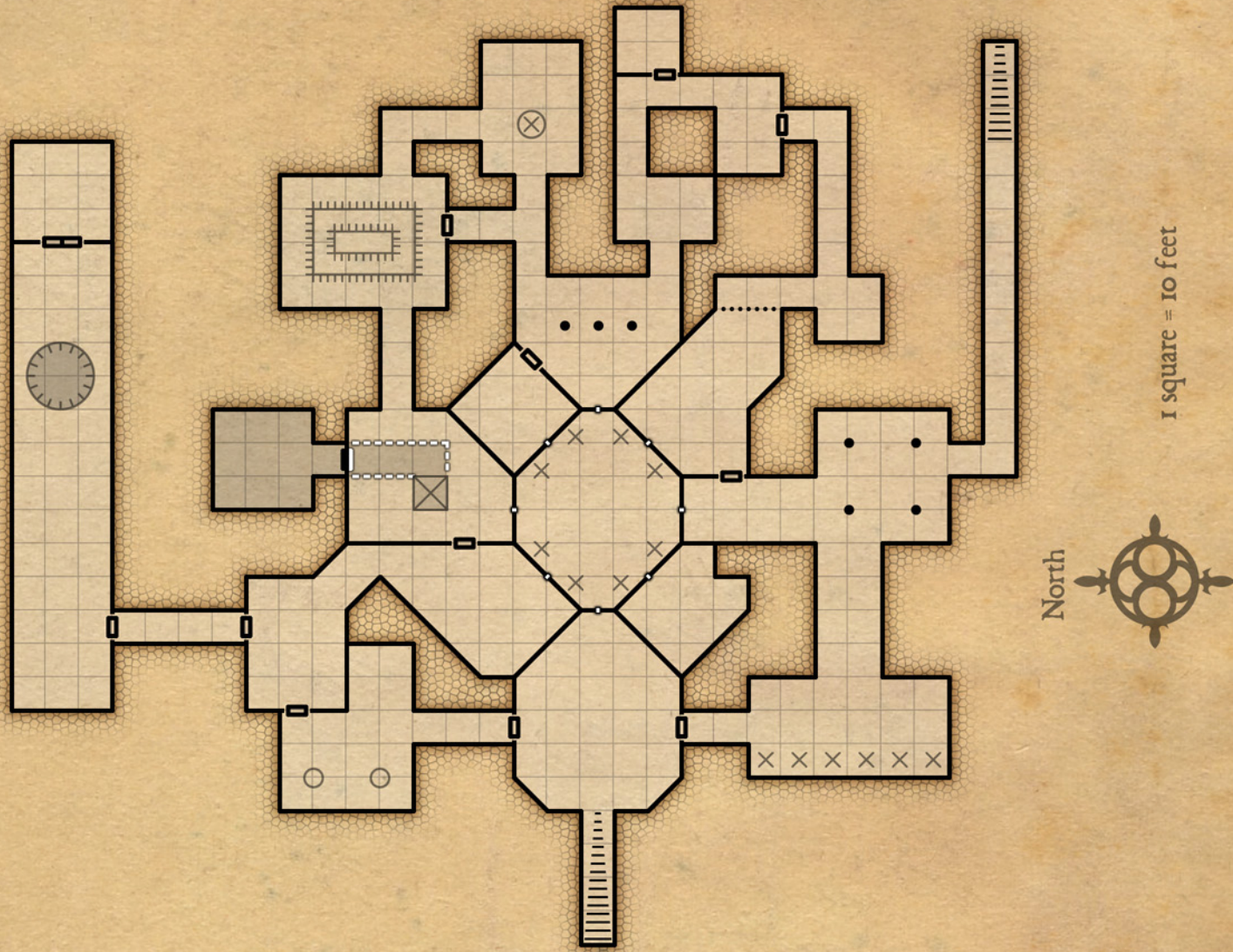


Ch. Noto July 2008 09.25





Level 8 Map no Secrets no Labels



APPENDIX D: GLOSSARY

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Glarias, the Moon Goddess: A minor goddess worshipped in the lands surrounding the Fallen Duchy and revered there in its heyday. Glarias presides over the moon, so while she is not an evil goddess,

she uses shadow (and even darkness) as well as light as both tools and raiment. When she was captured and imprisoned by the Dragon Prince, her godly power was given to the Beast God.

Glarias is Chaotic Good. Her domains are Good, Knowledge, and Luck. Her favored weapon is mace. Pronounced "Glah-ree-as."

Harrud: Brother Harrud is the priest of Belestros in Brindenford. He is an opponent of the power structure of the town. For more information, see The Temple of Belestros.

Hell coins: Reddish-gold coins with faces of the tormented upon them, these perverse coins are minted by demons and devils and contain doomed souls. Worth 200 gp to a fiend, 10 gp to others (or 0 gp to those who find such things abhorrent). Also known as "hell money." See Area 205 for more.

Iamon: Ancient god who died in a divine war in the very earliest days of the world. His corpse fell to earth and is now buried deep below what is now Dragon's Delve. The ambient energies radiated by the corpse are the source of "chaos magic" that affects many sites in the dungeon. Pronounced "Ee-ay-mon."

Iris Gellow: High priestess of the temple of Vune. See the Temple of Vune for more information. Pronounced "Eye-ris Gell-oh."

Jamissan: Greatest of the Warrior Bards of the South, Jamissan is known to have found and created many unique magical items.

Jarla Vreech: Blackguard that has taken up residence in Terregaunt's Tower. Close

friend of Barzonyn DuMair. Pronounced "Jar-lah Vreech."

Jaskon Tully: Miller in Brindenford. He is secretly a high-ranking member of the Venom Cult.

Jumanik: Satyr cleric-bard from centuries ago, Jumanik loved puzzles. He lived in Dragon's Delve for many years. Pronounced "Ju-man-ick."

Kelmanosh: Distant land whose high king technically rules over the Lost Duchy. (In truth, the former duchy is a remote region all but forgotten by the outside world.) Pronounced "Kell-man-osh."

Khorant: A distant island reachable through a magical gate on Level 5 of Dragon's Delve. No other means exists to reach this mysterious locale located somewhere on the Sea of Eternal Storms.

Khorantians: An ancient folk native to the island of Khorant. Although originally elvenkind, the foul practices and ceremonies they conducted eventually turned them into a degenerate piscine race, akin to sharks.

Kulaj: The creator goddess of the pantheon of the River Gods, she represents the source of the Celestial River. She is the mother of all the other gods in the pantheon. Kulaj is the creator deity and the patron of farmers, artisans, and most of the common people, as well as gnomes and halflings. She is also the goddess of magic, and thus of wizards and sorcerers. See the Temple of the River Gods.

Kulaj is Lawful Neutral. Her domains are Law, Magic, and Plants. Her symbol is a hand that appears to hold a mountain

range in the palm. Her weapon is a mace. Pronounced "Koo-lahj."

Lissandera the Enchanter: One of the Mages Four, this female human wizard loved various enchantment spells and also excelled in alchemy and magic item creation. Pronounced "Lis-an-dayr-ah."

Logger's Guild: Guild of foresters and loggers active in Brindenford and north of the town. The group has frequent disputes with the elves of the northern woods. See also the Logger's Landing.

Lord Darrulm: Leader of the grahlus in the Grahlus Fort on the island of Khorant.

Lord Saral: A powerful fighter who explored and eventually lived in Dragon's Delve. He was an expert of weapons of all kinds and led a legion of soldiers and creatures at one time. Pronounced "Sayr-al."

Lost Shepherd: A tavern in Brindenford owned by a former adventurer. This tavern draws most of those interested in exploring Dragon's Delve.

Lost Temple: An old temple of Glarias somewhere deep in the woods about three miles southwest of Brindenford. Some lingering magic of the imprisoned goddess keeps it hidden from the forces of the Beast God who would love to claim it.

Mages Four: A group of four aligned mages of infamous power. Centuries after Queen Ryssa's people overthrew her and abandoned the dungeon, they claimed most of it for themselves. They built the Entropy Engine, among other powerful artifacts.

Mallock: This god represents the treachery of a river that appears to be a gentle stream one moment, but becomes dangerous rapids the next. Mallock is the dark god whose deceptive nature makes him appealing to some rogues. See Temple of the River Gods.

He is Lawful Evil, and his domains are Evil, Law, and Trickery. His favored weapon is the dagger and his symbol is a serpent entwined around a crescent moon. Pronounced "Mal-ock."

Master Mui Yan: An infamously skilled warrior who teaches fighting secrets in a hidden dojo deep in Dragon's Delve. Pronounced "Mwee Yahn."

Metterak: The self-styled Prince of Dragons, this red dragon is one of the most infamous wyrms in all the world. He reportedly lairs deep within Dragon's Delve (in fact, that's what gives the place its name). Pronounced "Met-er-ak."

Moontree: A huge tree located in Chordille Keep, sacred to Glarias. It eventually became tainted with evil. Even though the tree was chopped down, its roots live on in the dungeon.

Nag: A minor god of serpents and poison. Nag appears to be a giant cobra made of darkness. He is revered by the Venom Cult and a few serpentine creatures (nagas, for example). His mate is Nagaina, and they are frequently worshipped together, although Nagaina is never mentioned without Nag. See Level 6: Domain of the Venom Cult.

Nag is Lawful Evil. His domains are Evil, Knowledge, and Death. His favored weapon

is a very long, curved knife (a short sword). Pronounced "Nog" and "Nog-ah-eena."

Nibul of the Seven Arches: A mysterious magical being that traveled with Lord Saral when he explored Dragon's Delve. Nibul was slain by Metterak. Pronounced "Nie-bull."

Old Man's Tunnel: An entrance into the dungeon via a natural tunnel that runs just south of Brindenford into Level 6 of Dragon's Delve. Although most of the locals have heard of it, very few know where it can be found or if it's real.

Orr: A fabled wizard-priest whose tomb lies hidden in Dragon's Delve. Pronounced "Or."

Phaedor Rhendelmar: A half-elven druid most believe to have been mad. In ages past, he attempted to create methods to grow plants underground and tested his theories in Dragon's Delve.

Pholaen the Worldweaver: An elven wizard and member of the Mages Four. He has a mobile laboratory deep in the dungeon. Pronounced "Fo-layn."

Pit in the Woods: South of Dragon's Delve is a pit where, hundreds of years ago, locals threw criminals and madmen. The pit leads, eventually, to Level 9, where some descendants of those thrown in the pit dwell.

Poet's Bridge: An ancient stone bridge over the River Turant south of Brindenford. Site of a huge battle between the forces of Lord Saral and the Red Saint.

Queen Ryssa: A cruel dwarven queen of antiquity who forced her people to delve

deep into the earth, creating much of the dungeon. Pronounced "Rie-sah."

Ramscorn: Ferocious orc barbarian that is the leader of the Bestial Host guards of the Beast God temple on the first level of the dungeon. He set out to explore and conquer the rest of the dungeon and can be found on Level 2 in area 51. See also The Stolen Bracer.

Red Saint: A powerful cleric named Azassarrah that led an army against the forces of Lord Saral. Once he had defeated Lord Saral and cleared the upper levels of Dragon's Delve, he created a magical prison in which to place his enemies. Azassarrah is pronounced "Azz-ah-sayr-ah."

Rivenyk: A demon lord who holds sway on Level 7. He was secretly worshipped by Duchess Chordille. Pronounced "Riv-en-ik."

Scroll: The troll priest-king of the Bestial Host. He dwells in the hills far from the dungeon but sends guards and priests there to watch over the temple on Level 1. In theory, he may visit himself one day.

Sea of Eternal Storms: A magical ocean far, far away. At least one terrible storm rages upon these waters at all times, making them virtually impossible to navigate. At the center lies the island of Khorant.

Shakaran Titanslayer: This human male sorcerer was one of the Mages Four and specialized in physical combat, enhanced by magic. Pronounced "Shah-kar-an."

Signar Fuen: Powerful adventurer who died in the dungeon. Signar was once a high-level fighter and explored much of

the dungeon. He reached Level 14, where his party all died, and he was drained by undead down to 3rd level. He was killed in area 2. In his flight from the dungeon, he lost an intelligent amulet on Level 12. Pronounced "Sig-nar Fway-en."

Sillitta Ederus: Cleric of Vune. Engaged to Whedon Rasholt. See the Temple of Vune

Serrestique: Female human wizard who came to the dungeon to seek information about the Mages Four. She used a number of chambers on Level 1, but is currently in stasis in the prison on Level 5. Pronounced "Sayr-est-eek."

Stoneseek: Name that Queen Ryssa's dwarves gave to the location now known as Dragon's Delve.

Teigel Fascher: Male human shopkeeper in Brindenford that caters specifically to adventurers headed off to Dragon's Delve. He sells regular gear as well as the occasional magic item. See also Fascher's Supply.

Tekunki: A powerful spirit (a "fire god") that dwells atop the Angry Mountain on Khorant. Likely a representative of the gods or other forces that destroyed the original civilization on the island. Pronounced "Teck-oon-ee."

Tenebrynn Glimmersight: Male elf in Brindenford being considered for the town's council, despite the fact that he opposes the actions of the the Logger's Guild. Pronounced "Ten-ee-brin." See Logger's Landing for more information.

Terregaunt: A dark, brooding fighter. Terregaunt was a henchman of Lord Saral when he first came to Dragon's Delve, but eventually became an important figure all his own. He built a tower to the southwest of the dungeon. Pronounced "Terr-ah-gawnt."

Theophrastus: Human sorcerer who has sealed himself up in an indestructible gem on Level 8 of the dungeon in order to awaken 1,000 years in the future (and to hopefully outlast his enemy Bargelos). Pronounced "Theo-frass-tuss."

Tral-Ferrer: A djinni lord trapped in Dragon's Delve by a strange curse for many years more than a thousand years ago. To enact his escape, he wove a magical carpet said to hold some secret of the dungeon. The carpet was divided into three parts.

Twelve Secret Sigils: Physical manifestations of the Dragon Prince's power in Dragon's Delve, these symbols have appeared throughout the dungeon. Finding and indentifying them will grant creatures power, usually having a draconic aspect of some kind. Each of the twelve sigils is more powerful than those that come before it, so the twelfth is the greatest of them.

Uoto: Half-celestial warrior who served the Red Saint. Now buried in Terregaunt's Tower. Pronounced "Oo-oh-toe."

Urlaster: Sorcerer from more than 100 years ago who explored Dragon's Delve. He lived in Brindenford, his former home is now the tavern, the Lost Shepherd. He fashioned a key that provides a way into the Prison of the Red Saint. Pronounced "Ur-las-ter."

Urgan: Oldest of the children of Kulaj, Urgan is the worker who uses the power of the river for his own ends as he shapes steel and stone. Urgan is the Neutral Good god of the earth and metalworkers and stoneworkers. He appeals to dwarves, gnomes, and perhaps orcs. See the Temple of the River Gods.

His domains are Earth, Fire, and Good. His favored weapon is the warhammer. His symbol is a wheel with hammer and gemstones set on it. Pronounced "Er-gahn."

Val Donage: Retired female human adventurer who explored Dragon's Delve who now owns the Lost Shepherd. Pronounced "Val Don-adge."

Vangell: Human male sorcerer who explored much of Dragon's Delve and now lives among the pirates on Khorant. Pronounced "Van-gel."

Venom Cult: A secretive, evil cult devoted to murder, death, poison, and serpents. The cult uses a portion of Dragon's Delve as its base of operations, although it has secretly infiltrated the town of Brindenford as well. The cult's patron is Nag, a minor but extremely sinister god.

Vesh: Humanoid creatures descended from either blind cave fish or very deep sea fish, or perhaps both. These blind, freshwater carnivores are strictly subterranean and can be found mainly on Level 3 of Dragon's Delve, although a few have wandered elsewhere. Use locathah stats.

Vraedix: A magical information storage device based on a semi-sentient thinking machine the Mages Four discovered on a different world. Found on Level 7 of Dragon's Delve.

Vimble Mirhoffal: A wealthy halfling male in Brindenford. He is the proprietor of Queen's Crafts. Pronounced "Vim-bul Meer-hof-al."

Vune: A goddess of light, purity, and charity. Most, but not all of Vune's clerics are female. Those that are not belong to a sub-sect called the Brothers of Charity and focus on aiding the poor, the sick, and orphans in the name of their goddess. The rest of the clergy is interested in spreading Vune's teachings of helping others before helping oneself. Vune's worship is widespread and extremely popular. Her clerics are often treated as a special, highly respected social class. See also the Temple of Vune.

Vune is Lawful Good. Her domains are Good, Healing, and Sun. Her favored weapon is a mace. Pronounced "Voon."

Wendways: A mystical conduit stretching through Dragon's Delve allowing near-instantaneous travel between key spots throughout the dungeon.

Whedon Rasholt: Head guildsman of the Logger's Guild. Engaged to Sillitta Ederus of the Temple of Vune. See also the Logger's Landing.

BRING A GENIUS TO THE TABLE!

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