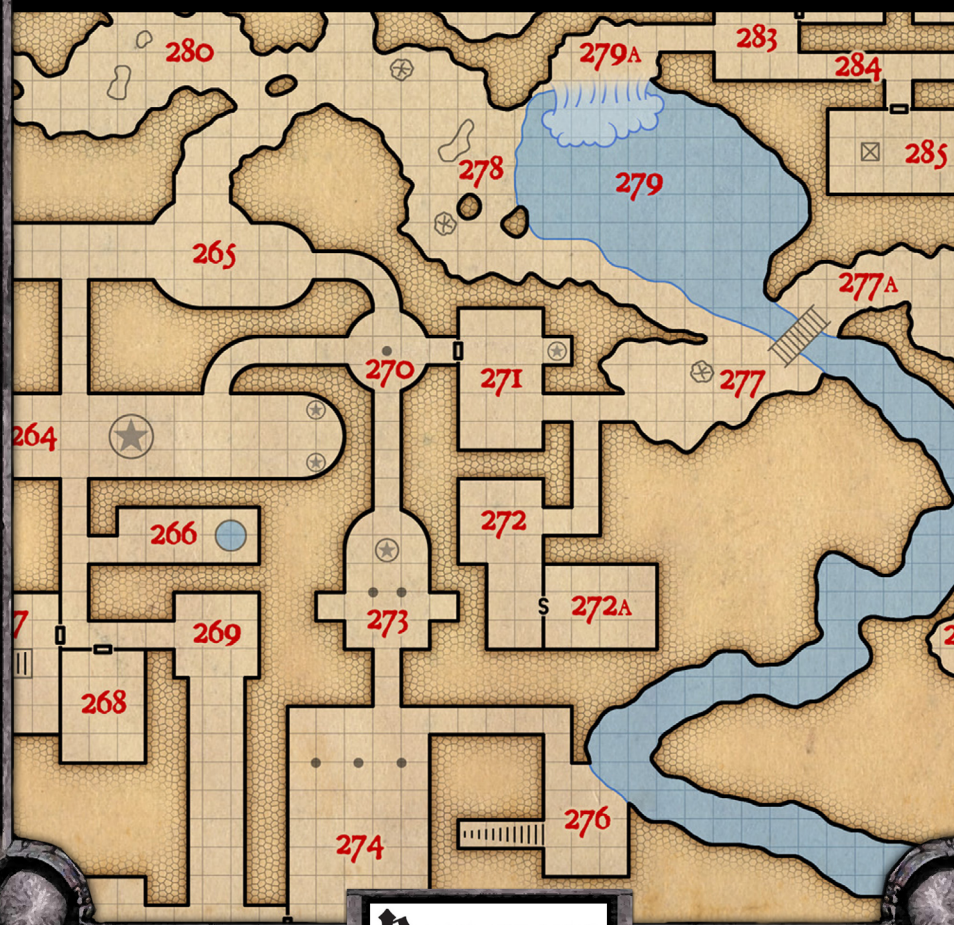


DUNGEON A DAY

DRAGON'S DELVE LEVEL 9: CRYSTAL FALLS



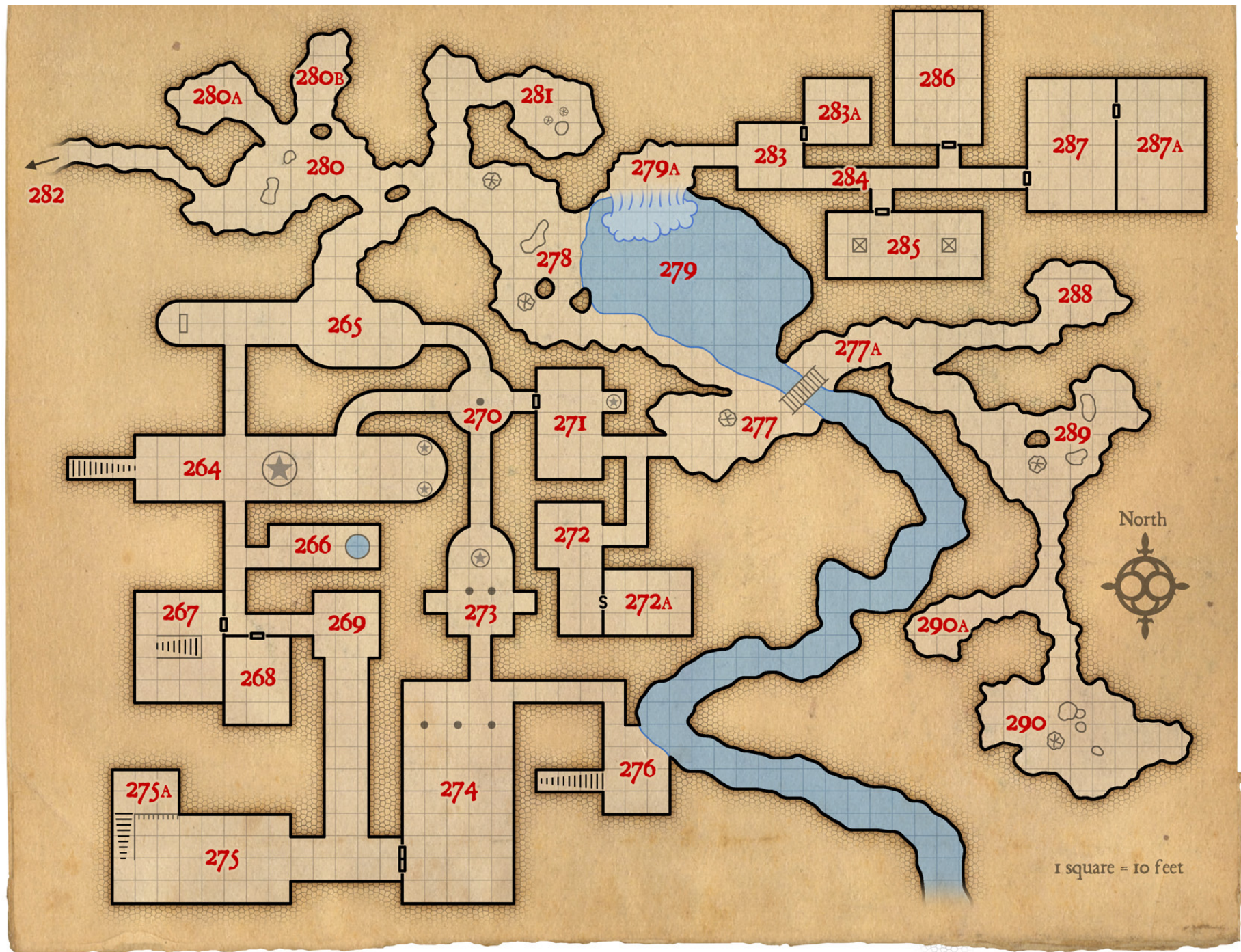
PATHFINDER
ROLEPLAYING GAME COMPATIBLE

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DRAGON'S DELVE

LEVEL 9: CRYSTAL FALLS



LEVEL 9: CRYSTAL FALLS

The ninth level of Dragon's Delve presents a mixture of man-made (or rather, dwarf-made) chambers and natural caverns. It connects to the Pit in the Woods, located just under two miles south and west of Dragon's Delve. This pit appears to be an overgrown well. It is, however, an entrance into the dungeon where the people of the surrounding area used to dump criminals and lunatics. The populace didn't know where the pit led, exactly, but they knew that no one dumped into it ever returned. Perhaps it was simply a deep enough hole that those dumped into it died from the fall. The truth is that some of those put in the pit survived in the dungeon. The descendents of these convicts, cutthroats, and madmen have degenerated into a breed of half-men, as much blind beasts as human beings. They occupy the northwest portion of the level.

Other inhabitants include a small tribe of hill giants, some strange harpies, and the guardians of the infamous and secretive Dojo of Master Mui Yan. This location, hidden behind a waterfall in the northeast portion of the level, offers martial secrets to those that find it.

Unless the text states otherwise, the level's floors, walls, and ceilings are made of masonry stone. Ceilings are 20 feet high. Unless otherwise described, the doors on this level are unlocked and made of two-inch-thick iron with a hardness 10, and 60

hit points. Those that are locked have a Break DC of 28.

There are 27 encounters on Level 9.

LEVEL 9 RANDOM ENCOUNTERS

Use this chart for determining random encounters for Level 9 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

01-65	No encounter
66-70	1d8+2 grimlocks
71-75	1d6+2 grimlock fighters (1st level)
76-85	1d2 hill giants
86-90	1d3+1 harpies
91-95	1d3+1 elite grimlock fighters (4th lvl)
96	1d3 black puddings
97	1d4+1 hill giants
98	1d3 gray renders
99	1d3 ogre magi
00	Fire giant

Wandering encounters typically have no treasure, but intelligent monsters, such as the grimlocks, the giants, the harpies, the ogre magi, and the fire giant have 1d20 gp per HD.

Grimlock Fighter

Medium Monstrous Humanoid
(Neutral Evil)

Fighter 1 **CR** 2
Init +2 **Speed** 20 feet
HD 2d8+1d10+12 **hp** 37

AC 21, touch 12, flat-footed 19

Languages Common (of a sort), Giant

BAB/Grapple +3/+9

Attack +10 melee (1d8+6, morningstar)

SQ blindsight 40 ft. and scent, immunity to gaze attacks, visual effects, illusions and other attack forms relying on sight, and scent

Fort +9 **Ref** +5 **Will** +2

Str 22, **Dex** 15, **Con** 18, **Int** 12,
Wis 10, **Cha** 9

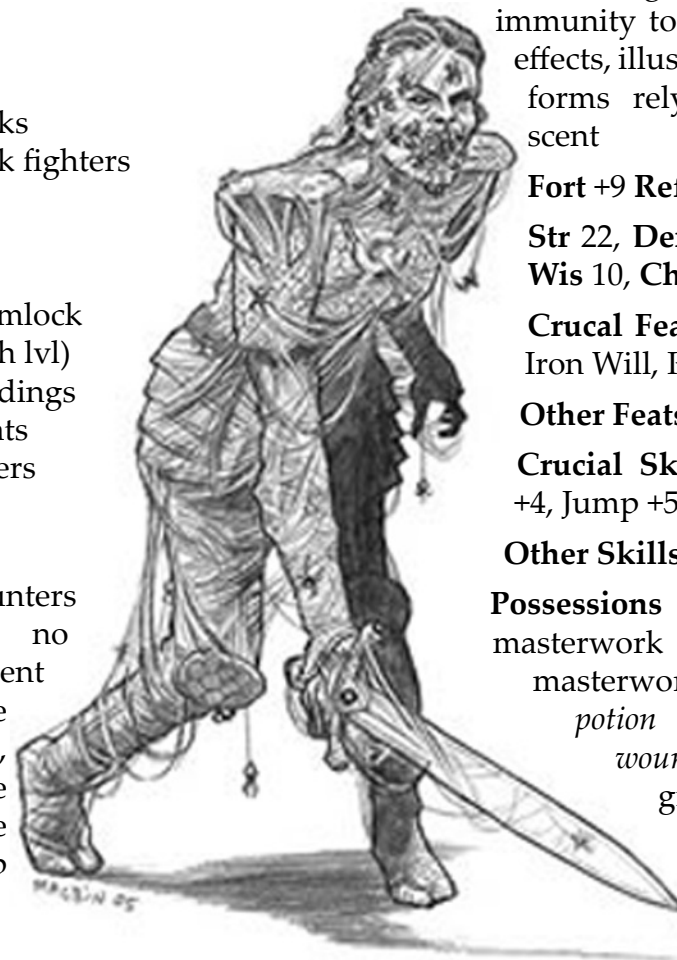
Crucial Feats Combat Reflexes, Iron Will, Power Attack

Other Feats Iron Will, Track

Crucial Skills Climb +7, Hide +4, Jump +5, Listen +5, Spot +1.

Other Skills N/A

Possessions masterwork hide, masterwork heavy steel shield, masterwork morningstar, *potion of cure moderate wounds* OR *bull's strength*, grappling hook, 50 feet of rope, 13 gp, 12 sp, 14 cp.



Elite Grimlock

Medium Monstrous Humanoid
(Neutral Evil)

Fighter 4 CR 5

Init +3 Speed 20 feet

HD 2d8+4d10+12 hp 60

AC 21, touch 13, flat-footed 18

Languages Common (of a sort), Giant

BAB/Grapple +6/+11

Attack +13 melee (1d12+10, greataxe OR 2d6+10 greatsword)

Full Attack +13/+8 melee (1d12+10, greataxe OR 2d6+10 greatsword)

SQ blindsight 40 ft. and scent, immunity to gaze attacks, visual effects, illusions and other attack forms relying on sight, and scent

Fort +11 Ref +7 Will +1

Str 22, Dex 16, Con 18, Int 12, Wis 10, Cha 7

Crucial Feats Cleave, Combat Reflexes, Dodge, Great Cleave, Mobility, Power Attack

Other Feats Track

Crucial Skills Climb +9, Hide +5, Jump +4, Listen +4, Move Silently +3, Spot +5.

Other Skills N/A

Possessions +1 hide, +1 greataxe OR +1 greatsword, potion of cure moderate wounds, and bull's strength, 110 gp, 16 sp.

264. THE SANCTUARY STATUE

Summary: A large statue here may provide a strange but safe respite for adventurers.

Sights and Sounds: It is dark here, and quiet.

This long hall has a number of branching passages and statuary beneath its painted, arched ceiling. Near the bottom of the stairs in the west, you see an intricate mosaic of dark stones on the floor.

The largest statue is near the center point of the hall. The gray stone monstrosity appears to be some broad-shouldered, humanoid leonine figure sitting cross-legged, facing west. It is at least 12 feet across and 20 feet high. In the far eastern end of the room, you see two crystalline statues of griffons on their haunches, cracked and chipped with age.

Mosaic and Painted Ceiling: Close examination of the mosaic (Search DC 18) allows a PC to see that within a simple image of a hunter shooting at an elk with a bow amid trees and rolling hills lies this hidden message:

LOOK FOR SHELTER IN THE BOSOM OF CHARNOTH

The ceiling painting consists of literally dozens of separate images showing scenes of hunting, either by a lone hunter or a small hunting party of both humans and elves. The hunters seek fowl, deer, bears, and in one image, a small dragon.



Large Statue: This large “lion-man” is Charnoth, a long-forgotten immortal hero/demi-god of hunters. A character making a successful Knowledge (Religion) check (DC 26) recognizes Charnoth.

If anyone searches the statue (DC 28), they may find a small secret door in the center of the figure’s broad chest. However, that assumes they remain on the ground. If the searcher climbs the statue (Climb DC 15) or levitates or flies up to the upper portion of the statue, they gain a +5 bonus to this Search check.

A Large creature needs to squeeze to get through the door in the statue, and a larger creature cannot pass through. Through it, the statue is hollow, but there’s more: it’s actually larger on the inside than the outside. The interior is 20 feet wide and 30 feet long. There are empty shelves on the walls, and the floor is covered in soft carpet. The door has no lock or bar, but can be affected by spells like arcane lock. Those within the statue are immune to all divination spells, and no teleportation or planar travel spells function in or out of the space. The statue itself cannot be affected by spells like passwall, rock to mud, disintegrate, or anything else (mundane or magical) that would alter, damage, or risk its structural integrity, short of a *wish*.

Crystal statues: These are unremarkable. Small bits of translucent white crystal lie around them, and more can be broken off, but it has little value.

Development: If the PCs begin making assaults against the grimlocks of areas 280, 281, and 282, either using the statue as a base or coming and going via the stairs, the grimlocks will post two guards here, one of which has a signal horn to warn the others of intruders. These guards will be two level 4 fighters, one from area 280 and one from area 282.



REVISIT (EL 9)

Regardless of whether the PCs find the secret of the statue or not, the next time they visit this chamber after some time has passed, an ogre mage and his four ogre henchmen are using the statue for shelter. These ogres are adventurers, exploring the

dungeon looking for loot. If the PCs go into the statue, the ogre mage and one ogre are sleeping, unable to act for the first round, but three ogres are on guard. If the PCs do not go into the statue, these foes will come out of the statue after some time and come up from behind the PCs.

The ogres wear +1 chainmail armor, giving them AC 19. The ogre mage wears a *cloak of resistance* +2 (+2 to all his saves) and a pouch containing 10 large green peridot (200 gp each).

Ogre Mage: hp 37

Ogres (4): hp 33, 30, 29, 28; AC 19

Connections: This area connects to areas 254, 265, 266, 267, 268, 269, and 270. See the map of Level 9.

265: CRYSTAL ALTAR

Summary: A message in an old temple portends of things deeper in the dungeon. You will need the Signar Fuen Letter handout (see Appendix C).

Sights and Sounds: This room is dark. Those making Listen checks (DC 20) can hear the waterfall in area 279. Those making a harder check (DC 26) can also hear the creatures in area 280 moving about or speaking.

This room appears to have once, long ago, been a temple, but its accoutrements have long since been stripped with the exception of a small altar made of a single piece of white crystal. A mosaic of colored tiles is on the floor near the altar.



A great number of skulls of all varieties lay in front of the passage leading north.

Mosaic: Similar to the mosaic in area 264, this shows a simple hunting scene. There is no hidden message.

Altar: The crystal altar is interesting but has long since lost any religious significance. On it, however, lies a faded yellowing letter left by another adventurer years ago. Show the players the Signar Fuen Letter handout.

Of course, the irony of the message will likely be lost on the players, at least now. Signar's dead body lies in area 2 where he was killed on his way out of the dungeon.

Skulls: The skulls were set here by the grimlocks to warn away intruders. The hundreds of skulls include (but perhaps are not limited to) those of humans, dwarves, orcs, goblins, giants, ogres, trolls, owlbears, bears, wolves, griffons, lions, and harpies. Appropriate Knowledge skill (nature or dungeoneering) checks may be needed to identify all of them. Some are very old and brittle, while others are quite recent.

Development: If the PCs spend a great deal of time here and make a lot of noise (DM's discretion), some of the grimlocks in area 280 come to investigate. Specifically, one 4th level fighter and six 1st level fighters.

REVISIT (EL 7)

Two elite grimlocks stalk through the area. These are both 4th level fighters, one with a greatsword and the other with a greataxe.



Elite Grimlock

Medium Monstrous Humanoid (Neutral Evil)

Fighter 4 CR 5
Init +3 Speed 20 feet

HD 2d8+4d10+12 hp 60

AC 21, touch 13, flat-footed 18

Languages Common (of a sort), Giant

BAB/Grapple +6/+11

Attack +13 melee (1d12+10, greataxe OR 2d6+10 greatsword)

Full Attack +13/+8 melee (1d12+10, greataxe OR 2d6+10 greatsword)

SQ blindsight 40 ft. and scent, immunity to gaze attacks, visual effects, illusions and other attack forms relying on sight, and scent

Fort +11 Ref +7 Will +1

Str 22, Dex 16, Con 18, Int 12, Wis 10, Cha 7

Crucial Feats Cleave, Combat Reflexes, Dodge, Great Cleave, Mobility, Power Attack

Other Feats Track

Crucial Skills Climb +9, Hide +5, Jump +4, Listen +4, Move Silently +3, Spot +5.

Other Skills N/A

Possessions +1 hide, +1 greataxe OR +1 greatsword, *potion of cure moderate wounds*, and *bull's strength*, 110 gp, 16 sp.

Connections: This area connects to areas 264, 270, and 280

See the map of Level 9.

266. THE WELL (EL 3)

Summary: An old well stands here, with interesting but difficult to retrieve treasure at the bottom.

Sights and Sounds: This room is dark and quiet.

This chamber is fifty feet long and twenty feet wide, the fitted dark gray stones quite damp and covered in a black, slimy mildew. Its only feature appears to be an old well, about eight or nine feet in diameter, near the far eastern side of the room.

The Well: The sides of the well rise about 30 inches from the floor. The level of the water is about four feet from this upper lip. The water is cold and pure. Below the water level, the well is 120 feet deep. At the bottom lies a variety of treasures, but this is impossible to know without using magic or without going down to explore.

Swimming down to the bottom requires three successful Swim checks (DC 15, 20, and 25, respectively). Kind DMs will assume that magic that provides the ability to breathe underwater also alleviates any pressure dangers, but if the swimming PC is unaided, when he passes a depth of 100 feet he must make a Fortitude save (DC 15 +1 per previous save) each minute or suffer 1d6 points of damage.

And of course, it's very dark and extremely cold. In addition to any pressure damage, the diver suffers 1d6 points of nonlethal cold damage each minute and becomes fatigued.

Remember that a character can hold his breath for a number of rounds equal to twice his Constitution score, but only if he does nothing other than take move actions or free actions. If he takes a standard action or a full-round action (such as making a Search check), the remainder of the duration for



which he can hold his breath is reduced by 1 round. After that period of time, he must make a DC 10 Constitution check every round to continue holding his breath. Each round, the DC for that check increases by 1. If he fails the Constitution check, he begins to drown.

Successfully getting to the bottom is the equivalent of a CR 3 challenge.

Treasure: At the bottom of the well lies a skeleton encrusted with lime. The skeleton wears a cloth of gold vest that, while caked with lime and crud, that is a *vest of health* +2 (as the amulet of the same name). He also wears similarly caked *lesser bracers of archery*.

A careful examination of the skeleton--before removing any of his stuff--suggests that he was trying to get at a stone (he was killed by a trap that no longer functions) at one side, near the bottom of the well.

The stone the skeleton is positioned in front of slides out of its place to reveal a hidden niche (Search DC 25 to find, but anyone noting the position of the skeleton gains a +10 circumstance bonus). Within this niche one can see an old rusted iron box and a pair of lime-encrusted tubes made of corroded copper sealed with copper lids.

The rusted iron box has a lock but it no longer functions as such. The box has to be pried open (Strength check DC 18). Inside are 288 gp,

three opals (350 gp each), two glowing glass spheres, a *ring of lesser metamagic (silent)* (as the rod of the same name), and a *spur of mastery*. The spur has runes upon it which, if read using read magic or Decipher Script, read: "Orrobrak the Shellrider."

The two 3-inch diameter glass spheres have eternally burning flames within them. These are the equivalent of everburning torches, but clever adventurers may find how easily concealed they are, their ability to be rolled into dark rooms, and so on, to be advantages. If the glass is broken, the fire goes out.

The two tubes contained scrolls. The first, however, is ruined due to water seepage. The second is a *scroll of wall of force*.

Background: Long ago, Orrobrak, a cleric with spells to allow him to breathe underwater hid this treasure here while he

explored the dungeon, planning on coming back for it, but he never did. He trapped the stone with a *glyph of warding* now long gone. Orrobrak was infamous--Knowledge (History) (DC 24)--for riding giant insects as mounts. The skeleton is yet another adventurer (a elf wizard/rogue) simply exploring.

Connections: This area connects to areas 264, 267, 268, and 269.

See the map of Level 9.

New Magic Item

Spur of Mastery: This single, silver riding spur can be affixed to any boot or shoe, including magical boots or shoes. It grants the wearer a +5 competence bonus to Ride checks, and negates the penalties associated with riding a creature that is "ill suited to serve as a mount." Lastly a rider using the "spur mount" action (described in the Ride skill description) increases the speed of the mount by 20 feet rather than 10 feet.

Moderate transmutation; CL 7th; Craft Wondrous Item, *dominate animal*, creator must have 5 ranks in the Ride skill; Price 5,000 gp.

267. THE STAIRWAY TO NOWHERE (EL VARIES)

Summary: This is the strangely-guarded exit of a magical prison accessed in area 271.

The Door: The door to this room was once locked, but the lock has been pried open and now no longer bars the door.



Sights and Sounds: This room is dark. There is a faint, otherworldly whirring sound that fills the room.

An open staircase in the center of the room leads up, but the higher portion simply fades into nothingness well before it reaches the ceiling.

The Strange Ward: One round after entering this room, a character with magical items must make a Will saving throw (DC 22). Failure of this save means that one magic item in the character's possession (determine randomly) flies off on its own about five feet and turns into an angry pixie that immediately attacks its former owner. Only one save per character is ever required, no matter how long they remain in the room, or if they leave and come back.

The Angry Sprites: The newly created pixie sprites are mean and angry, believing themselves to be rescued prisoners from a long enslavement, and their former owners were their captors. The first pixie encountered can use *irresistible dance* once per day. They use their powers to distract or incapacitate their foes as quickly as possible and then slay them if possible.

Slaying the pixie means that the item it once was is destroyed forever. Suspecting this, the PCs may attempt to capture the pixies rather than slay them. If they are successful, a pixie can be returned to its



original item form using a *break enchantment* spell or a *dispel magic* spell.

Pixie: hp 3 each

The Staircase: The staircase is intangible. It cannot be touched or affected in any way by the PCs unless they have the golden key which is currently in the possession of the hill giant chief in area 275. With that

key in this room (or in the prison above), the staircase is fully tangible and can be climbed. Those doing so find that they pass up higher than the stairs appear to go from the ground (although on the stairs, the full staircase is visible). They can pass through the ceiling and up to a locked door at the top of the arch. The key unlocks the door.

The Prison: The prison is a misty, dimly lit, round room about fifty feet across. The room is filled with bones and skulls, the remains of those that have been trapped here. Unlike, say, the Prison of the Red Saint, in this magical prison time passes normally and people need to eat. So most of the prisoners eventually starved, or were killed by one of the other creatures imprisoned here.

Since the statue in area 271 imprisons foes without their gear, there is no treasure here.

It is impossible to leave this room without the key, even using magic, although the spell freedom would send a creature out of here and into area 267.

The only "living" prisoner currently here (other than any PCs that might be here) is Quasaros, a vampire spawn. Without being able to feed for so long, however, Quasaros has gone into a sort of coma. He appears to be a corpse. If touched, he rouses, and attacks any living creature with an insane bloodlust. Quasaros is currently down in hit points. Until he reaches his full total, hit points gained by draining blood are real, not temporary.

Quasaros, vampire spawn: hp 30 (currently 10)

Upping the Ante (EL Varies): The ward potentially affects 1d4 magic items on each character.

Connections: This area connects to areas 264, 266, 268, and 269.

See the map of Level 9.



268. THE GIANT'S GRAVE

Summary: The remains of a giant experimented upon by the Mages Four lies in state here.

The Door: The door to this chamber is locked (Open Locks DC 27). The key is in area 276.

Sights and Sounds: This room is dark and quiet.

Thirty feet across and forty feet deep, this dark chamber surrounds a shallow depression about ten feet long and five feet across. Within this sunken hollow lies a massive skeleton draped in rags, but bearing a gold circlet and other jewels.

A tall stone monolith stands near the north wall bearing deeply etched images and words, blackened as if inscribed by a terrific heat.

Monolith: The tall monument bears images of giants strapped to large stone slabs by normal sized humans, with mysterious devices attached to them. There is also an image of a male giant breathing fire like a dragon, and a female giant with wings made of fire.

Worked into the images is a large silver key. This is a real key (worth 65 gp) that can be removed from its setting and used to open

the tomb in area 125. The inscribed words, in Common, refer to this tomb further:

Here lies the fire giantess Hestranal. Our experiments made her immortal, but not invulnerable, obviously.

Rather than kill him, I put the other immortal fire giant, Rostok, in an ice tomb on Level 5 amid the laboratories. I had to use the coldstone to power this makeshift cell. This was an extravagant use of power, to be sure, for the coldstone is a very powerful magic item granting anyone the power to wield cold and frost like a powerful mage. Still, I believe it was useful. The fire giant may prove useful one day, unlike his mate, here, who can now be of no further service to anyone.

Pity.

Grave: The giant skeleton is that of a female fire giant. She wears a golden circlet on her head (300 gp), a golden bracelet (140 gp), two golden rings (80 gp and 120 gp), and a gold ring with a ruby (650 gp).

REVISIT (EL 7)

If the PCs leave the door open, the next time they come into this room it is occupied by a hill giant. This giant relaxes with his back against the monolith, but she's quick to react with ferocity if disturbed. She wears a belt pouch with 982 sp in it. If the PCs didn't take the treasure from the giant's grave, the hill giant is now wearing them.

Hill Giant: hp 110

Connections: This area connects to areas 264, 266, 267, and 269.

See the map of Level 9.



269. THREE CRYSTALS (EL VARIES)

Summary: The remnants of some strange magical device, three large crystals here plague PCs exploring this area.

Sights and Sounds: This chamber is dimly lit. Those making Listen checks (DC 17) can hear the giants to the south moving around.

The north end of a long, wide, north-south corridor with a high ceiling that comes to a sharp apex in the middle, this chamber is lit by a strange reddish glow. The illumination seems to come from three large, blood-red crystals on embedded pedestals along the north wall.

268

The east wall bears a large mural on plaster. It's fairly well preserved except for a spot in the center where it appears that something large and heavy struck the wall and obliterated a section of the plaster, and sent cracks through much of the rest. The mural appears to depict a huge, snow-white owl with wings outstretched as if coming in to snatch some prey.



The Crystals: The crystals have a moderate aura of transmutation magic. Anyone getting within 5 feet of the crystals (so essentially, 5 feet within the north wall) activates the magic within them. The crystals affect nonliving organic matter, so very likely the clothes, leather armor, belts, bags, wooden weapon hafts, and even rations the PCs might be carrying could be affected.

Each character with nonliving organic material on them, (or unattended objects fitting that description) must make a Fortitude save (DC 21). A failure means that some item or items (DM's discretion) quickly morph into a living, putrescent ooze

that sprouts diseased tendrils attacking anything within reach. A sickly miasma of mixed colors and textures, these things show some remnants of what they were when they changed, such as patches of leather or bits of food, what they were originally, such as a leather belt showing a cow's ear or eye or a wooden arrow sprouting leaves, and a great deal of living matter that bears no relationship, such as tentacles with suction cups, long hair, bubbling ooze, strange organs, eyes of various types, mouths, and worse. At first, they grow at an extreme rate, sprouting new body parts so quickly that it seems as though they are flowing in from some unseen reservoir.

Treat these new organisms as ochre jellies that start out at medium size with 50 hit points and a Strength of 13. (Take the standard jelly stats and add +1 to AC and subtract -1 from damage rolls.) They gain 5 hit points each round, and if they reach 75 hit points they become size Large (use standard jelly stats). If they reach 100 hit points, they become size Huge with 18 Strength (use standard stats but subtract -1 from AC, add +1 to attack rolls, add +2 to damage rolls). At 100 hit points, they stop growing.

Oozes created on the body of a character, such as from a character's cotton shirt, leather belt, and pouch of rations, start out with an automatic surprise round, and are automatically grappling the character they are on, dealing automatic slam and acid damage.

These oozes can join together as a move action, adding their hit point totals together, readjusting for size, and retaining the number of attacks. So if two 50 hp oozes join together, they become a huge ooze with 100 hp and two slam attacks. This means, additionally, that an ooze that is split by the attack of a PC can rejoin its split halves, and now it has two attacks rather than one. Splitting an ooze with two attacks gives each half a single attack. Splitting an ooze with more than two attacks gives each portion half as many attacks (round up).

Oozes (ochre jellies): hp 50 to start out

Destroying a crystal prevents more transmutations but doesn't affect an ooze already created. They have a hardness of 8, 30 hit points, and a Break DC of 24. Items transformed into oozes are permanently destroyed and cannot be restored by anything short of a *limited wish*.



Upping the Ante: Magic items affected by the transformation produce oozes with DR 3/–, SR 17, and acid, cold, electricity, fire, and sonic resistance 10.

REVISIT (EL 9)

Two hill giants stand guard here the next time the PCs pass through. There are also the corpses of three dead grimlock warriors, recently slain and stripped of their belongings. The giants have 60 gp each, and one has a large burlap sack containing three sets of masterwork hide, two battleaxes, a +1 heavy steel shield, a masterwork light steel shield, and a masterwork greatsword.

The hill giants attack any and all non-giantish creatures they see. However, if one or both are reduced to less than half their hit points, they attempt to retreat to area 275. They know better than to go anywhere near the crystals.

Hill giants (2): hp 125 and 99

Connections: This area connects to areas 264, 266, 267, 268, 274, and 275.

See the map of Level 9.

270. FOUR DIRECTIONS, FOUR HEADS

Summary: At an intersection of four hallways, a pillar holds the key to making them safe.

Sights and Sounds: This room is dark. Those succeeding at a Listen check (DC 17) hear singing from the south.

A circular chamber lies at the intersection of four corridors, each beyond an archway of iron and copper. Dark gray tile covers the floor, although a few are missing. The walls are still half covered in peeling plaster, the other half being exposed stone. A column rises from floor to domed ceiling. Four monstrous heads are carved into this granite pillar and although they were all facing different directions moments before, they suddenly all rotate to face you.



Archways and Heads: The heads on the pillar move and control the safety of passing through an arch. Whichever archway the PCs come through initially is safe, because all four heads are looking at it. Three rounds after at least one PC has actually entered the room, however, 1d4 of the heads switch to look at other archways.

Roll 1d4 to determine which direction each head looks: 1: North, 2: West; 3: South; 4: East.

The viability of passing through an arch depends on how many heads face it:

0: Travel through the arch is impossible (a wall of force blocks the way)

1: Anyone passing through the arch suffers 6d6 points of fire damage (Reflex save for half DC 22) and those failing a DC 18 Strength check cannot leave.

2: Anyone passing through the arch suffers 4d6 points of fire damage (Reflex save for half DC 18) and those failing a DC 14 Strength check cannot leave.

3: Anyone passing through the arch suffers 2d6 points of fire damage (Reflex save for half DC 14).

4: Passing through the archway is safe.

Once the heads start to move, each time someone passes through an archway 1d4 heads move. It is possible that one character might pass through an arch, causing the heads to move, and the next character cannot follow, temporarily separating the party.

The heads “reset” each day, so that if the PCs leave the room and come back, all four heads turn to face the direction they enter from once again. Otherwise, the rules for moving heads remain the same.

REVISIT

A subsequent time the PCs come here, there is a charred corpse lying just inside one archway (DM chooses which one—not the one the PCs are entering from). The corpse is that of a lone adventurer: a dwarf rogue. The corpse has the following gear and loot:

Masterwork chain shirt, +1 *light crossbow*, Masterwork short sword, 13 masterwork crossbow bolts, 12 +2 *crossbow bolts*, 3 +1 *crossbow bolts of resistance draining*, *Elixir of climbing*, *Oil of greater magic weapon*, *Potion of cure moderate wounds*, Masterwork thieves' tools, 3 flasks of alchemist's fire, 1 flask of antitoxin, 50 feet of silk rope, Grappling hook, 218 gp, 226 sp

Connections: This area connects to areas 264, 265, 271, and 273.

See the map of Level 9.

New Weapon Property

Resistance Draining: With each strike, this weapon reduces the Spell Resistance of the foe struck by 2 for 24 hours. There is no saving throw (or spell resistance) against this effect.

Faint necromancy; CL 4th; Craft Magic Arms and Armor, *dispel magic*; Price +1 bonus.



271. THE BANISHING STATUE (EL 6)

Summary: A statue here has the power to banish characters to a magical prison.

Door: This is a bluesteel door. The password to open it is "Swardonal."

Sights and Sounds: This room is dimly lit. PCs succeeding at a Listen check (DC 15) hear the waterfall and rushing water to the east.

The floor in this room glistens and shimmers like a red-tinted mirror. The marble statue of an angel with a spear stands in an alcove in the eastern wall. The tip of the angel's spear, pointed straight up, is a lit candle.

The Statue: Anyone stepping into this room sees the statue animate (this is an illusion only those in the room can see). Those in the room see the statue looking right at them, gesturing up with the spear toward the ceiling. High above, they see a winged serpent painted on the ceiling, a pair of sparkling tourmalines for eyes. The statue speaks in the character's native tongue, demanding, "name the serpent."

Each character in the room that does not immediately answer "Baralast" must attempt a Will saving throw (DC 20). Those that fail see the statue wave its free hand at them and they are instantly teleported to a magical prison described in area 267, lying



above that area (in a fashion). Characters banished to the prison are sent utterly naked. All of their clothing and belongings appear in area 272 (specifically, area 272A).

Lingering in the room is dangerous as any character that has not correctly answered the statue must save or be imprisoned.

Treasure: The tourmalines in the serpent's eyes on the ceiling are real (300 gp each).

Development: If all of the PCs are trapped in the prison, assuming they aren't all slain by the vampire spawn there, they will linger there until almost the point of dehydration and starvation (or, if able to sustain themselves magically, after a few weeks or, if the DM feels devious, months). As the weakest among them is unconscious and even the strongest barely hangs on, the hill giant chief in area 275 comes to rescue them with the key. At that point, as prisoners of the giants, they are nursed to health and then conscripted to aid the giants against the

grimlocks--a tricky proposition considering they're still without gear. If the PCs make little trouble for the giants, they giants will try to equip them with something.

Background: The door was once the only entrance into this room, which served as a protective measure against unwanted intruders getting to area 272. Now of course it's probably much more likely that the PCs will come into this room from the east, where a newer passage has been built to connect to the natural cavern of area 277.

Connections: This area connects to areas 270, 272, and 277.

See the map of Level 9.



272. THE BROKEN BOTTLES (EL 9)

Summary: Once a trove of magical bottles, this room has been thoroughly ransacked. However, there is a well-hidden secret room still filled with treasure.

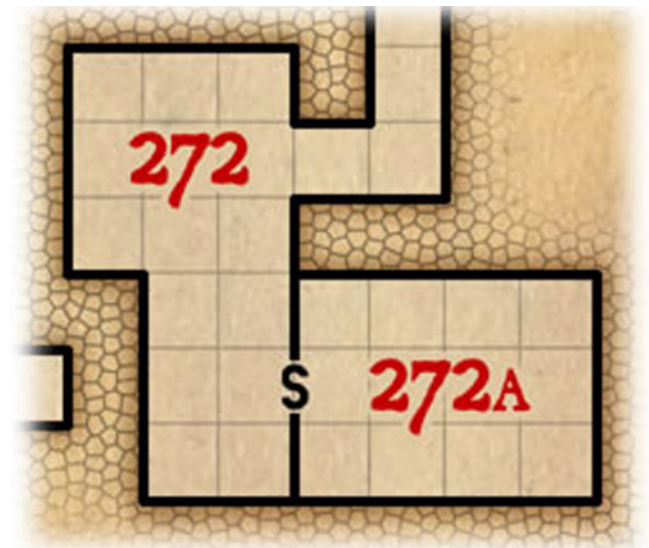
Sights and Sounds: This room is dark and quiet.

The north portion of this room has many wooden shelves affixed to the walls. These shelves clearly once held glass bottles of all size, color, and shape, but each and every one now lies shattered on the stone floor. Some of the contents of said bottles were likely quite dangerous, because there are burn marks and scars on the floor as though powerful acids or other substances have burned or dissolved the stone. In other places, oddly colored stains mar the floor.

The southern portion of the room is devoid of shelves or broken bottles. Instead, a glass case surrounding a large green bottle stands in the center of the area. The glass case is three feet to a side and five feet high. The bottle is two feet across and three feet high. It has a large golden stopper.

The ceiling in the northern section is flat, tiled and relatively low (only about 8 feet high). The ceiling in the southern part of the room is also tiled, but higher (about 12 feet high).

The Broken Bottles: Once filled with rare alchemical ingredients, magical potions and compounds, potent poisons and acids, and other extremely valuable (and in some cases dangerous) liquids, all of the treasure here has been taken or destroyed. A few labels



can be found amid the broken glass, and anyone with Craft (alchemy) or Knowledge (arcana) can attempt a check (DC 15) to ascertain that there were once great things here.

Walking in this room barefoot or falling down here inflicts 1 hp damage from the glass.

The Glass Case: The glass is magically reinforced (Hardness 10, 30 hit points, Break DC 25), but a successful Search check (DC 24) uncovers a secret way to open it by sliding one side of the case into the floor. The glass case has a moderate aura of transmutation.

The bottle inside has a strong aura of abjuration. Anyone examining it with Knowledge (arcana) skill can attempt a check (DC 25) to realize that it contains a powerful spirit, either a djinni or an efreeti. Opening it should force the creature inside to do the opener's bidding--perhaps even grant wishes. However, a character making

a successful Search check (DC 28) discovers a small crack in the bottle. A second Knowledge (arcana) check (DC 30) suggests that the crack may make the creature inside very dangerous.

The bottle, in fact, contains an efreeti noble named Kashimis and his retinue of fire elementals who attack if the bottle is opened.

Moving the bottle causes it to crack and shatter.

Efreeti: hp 84

Medium fire elementals (4): hp 30, 38, 25, 23

Tactics: The angry efreeti sends the elementals immediately into battle while he becomes invisible. Then, he goes to two elementals and uses change size to make them into large fire elementals (this, of course, is a stretch of the description of the power, but it's easy and fun). Then he uses *wall of fire* and *scorching ray* until he must engage in melee.

Secret Door: This door is actually a false panel that slides to the left. A successful Search check (DC 28) is needed to find it.

272A: The irony is that there is real treasure still here, but it's the result of the magical protection meant to keep this room safe. The defense becomes the real treasure, in effect. Those teleported

into the magical prison in area 271 have all their gear teleported to this large, empty room. It is filled with random piles of clothing, boots, armor, weapons, tools, and various miscellaneous gear, most of which is rusted and rotted. PCs spending at least 10 minutes searching through all the clutter here can find pretty much any mundane adventuring-related item in serviceable condition, if needed (DM's discretion). In addition, if the PCs search for 5 man-hours, the PCs can find the following masterwork items:

Two longswords, A dagger, A poleaxe, Half plate, Studded leather, Heavy steel shield, Buckler

And the following alchemical/special items:

Six vials of holy water, Flask of acid, Nine tindertwigs

And the following treasure items:

2629 gp (in many different bags and pouches), 5530 sp (in many different bags and pouches), 1994 cp (in many different bags and pouches), Gold ring (50 gp), Jeweled dagger (300 gp), Silver ring with carved onyx lion head (450 gp), White gold necklace with sapphires (500 gp),

And lastly, the following magic items:

+1 mithral heavy shield, +1 heavy flail, Six +3 arrows, Two +1 undead bane arrows, A sleep arrow, A wand of stone shape (6 charges), A cloak of elvenkind (Search check DC 21 to find), A periapt of wisdom +2 (Search check DC 26 to find), A vest of escape (Search check DC 24 to find)

The DM, if desired, can also call for Search checks (DC 20) to find some or all of the more valuable items. Obviously, any gear lost by teleported PCs will be here as well.

REVISIT (EL 8)

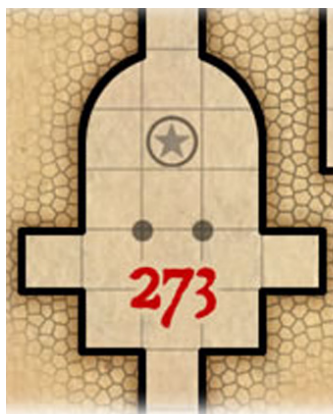
The entrance to this chamber is blocked by a wandering black pudding of great size and strength. It attacks mindlessly and fights to the death.

Black pudding: hp 153; +2 to attack rolls, damage rolls, and grapple checks.

Connections: This area connects to area 271 and area 277.

See the map of Level 9.





273. THE SINGING GARDENER

Summary: A strange shrine to a mysterious druidic figure here features a statue that sings.

Sights and Sounds: This room is dark but far from quiet, as the large statue sings various work songs in both Common and Elvish.

A large granite statue, at least twice life size, of a fey-looking fellow with a large hoe held over his head and a bag overflowing with leafy, flowering plants stands facing the north entrance. This statue sings loudly in a beautiful baritone of working in the garden, tending plants, and the beauty of growing things--all the more odd in these surroundings.

Behind the statue are two pillars entwined with green vines that grow up from the pediments and bloom into flowers near the capitals.

Perhaps even stranger than a singing statue are all the roses growing straight up out of the stone floor as if it were soft soil. These red flowers are in full bloom and fill the chamber with a lovely odor.

You see an empty alcove in both the west and east walls, each with painted walls and ceiling with different, labeled illustrations of plants.

The Statue: The statue has a faint aura of illusion magic, and the spell that created it is something akin to a *magic mouth* (but much more potent). It sings work songs in

both Common and Elvish and knows about a dozen different tunes, endlessly cycling through them.

The statue depicts Phaedor Rhendelmar and it (and this whole room) was created by disciples of his.

The Roses: These roses have a faint aura of conjuration--they are not an illusion, but are quite real, sustained by magic, not nutrients, water, or sunlight. They are always in bloom, and while they can be trampled by those passing through (to no ill effect for the character), they will stand upright again in a few minutes. Even if the roses are all cut down or burned, within 24 hours the room will be filled with them again.

Picking a rose, however, is dangerous. Anyone picking a rose or cutting one or more down must make a Reflex save (DC 20) to avoid being pricked by a thorn for 1 point of damage and then must attempt a Fortitude save (DC 22) to resist a potent toxin that causes them to fall unconscious for 1d4 hours. Nothing short of a *break enchantment* (or similar, higher level) spell can rouse them.

If taken from this room, a rose withers and blackens within 1d6 rounds.

The Pillars: The pillars are actually the key to the magic in this room, and have a strong aura of transmutation. They fill the room with life energy. Characters spending an hour of uninterrupted rest in this room heal as though they rested for a full day. Additional rest, however, provides no special benefit, so characters can only use this once each day.

Alcoves: Anyone with Knowledge (nature) can confirm that the illustrations and labels here were made by an expert on the subject.

Development: Two giants from area 274 will come here to investigate any loud noises (which could be heard over the statue's singing) or light, probably 1d6+2 rounds after the PCs show up. Certainly it would be difficult for the PCs to take advantage of the pillar's healing aid without drawing the attention of the giants. If they encounter trouble, the two giants call out for their companions, who arrive in 1d3 rounds.

Connections: This area connects to area 270 and area 274.

See the map of Level 9.





274. GIANT'S LAIR (EL II)

Summary: A band of hill giants dwells here.

Sights and Sounds:

A few torches provide a little light here. Those succeeding at a Listen check (DC 15)

at the doors or from

one of the nearby rooms can hear the giants moving around or talking. Those in this room doing the same (DC 17) hear singing from the north.

Three massive columns support the 18 foot ceiling in this very large chamber. The vaulted ceiling bears faded and cracked frescoes of various faerie creatures cavorting in sylvan settings. The walls, however, bear crude graffiti in large letters.

The southern end of the chamber seems to be outfitted like a small barracks, with six makeshift beds of prodigious size and a variety of other ramshackle furnishings--a few large seats made of stacked crates, a large table made from a door resting on piled stones, and so on. Along the walls near the beds, skulls hang from leather cords over each like grisly trophies. A massive pile of large stones rests against the eastern wall.

Inhabitants: There are currently four hill giants here. If the PCs manage to sneak up on them, they are not particularly ready for battle. Instead, they laze about on their beds napping or resting. Only one is ready when

the PCs arrive, while the other three each take 1d4 rounds to get up and get ready for the fight (grabbing weapons and so forth).

Hill Giants (4): hp 110, 105, 99, 92

Tactics: Once up and ready for action, two giants move in to melee and while the other two throw stones at foes that clearly try to remain in the rear (spellcasters, archers, etc.). The giants fight to the death unless their attackers come from the north, in which case they may attempt to flee to area 275 if two or more of them fall.

Development: The giant in area 276 comes here if he hears sounds of combat. He likely arrives 1d6+1 rounds after such a fight begins.

Graffiti: The scrawl is written in Giant and is quite crude in legibility and sentiment.

Treasure: Amid the clutter of the giant's makeshift furnishings and whatnot, PCs making Search checks (DC 20) can find a trio of large, heavy leather bags. The first is filled with 2,644 sp and the second 2,190 gp. The third has a miscellany of odds and ends, some of which looks valuable but is not. It includes:

- * Six tarnished and battered silver-plated candlesticks (worthless)
- * Fifty three sparkling or shiny rocks (worthless)
- * Three carved wooden figurines of horses (1 gp each)
- * A black idol of a squatting figure with large white fangs made of ivory (200 gp)

* An iron vial containing a special *potion of nondetection* with a duration of 24 hours

* The skull of a gorgon. The skull is worthless, but if searched very carefully (DC 26) a *ring of dark viewing* may be found jammed into a crevice inside it.

REVISIT (EL 10)

The next time the PCs come here, there are three giants living here. They are more alert ready for combat, but have no treasure.

Hill Giants (3): hp 108, 100, and 99

Connections: This area connects to areas 269, 275, and 276.

See the map of Level 9.



New Item

Ring of Dark Viewing: This ring is made of a single piece of onyx. It must be worn for 1 hour before its power activates. However, the power is only usable if the ring is removed and the wearer looks through it. If he does, he sees through the ring as if he had darkvision with a range of 60 feet. This ring even allows the character to see through magical darkness as if it did not exist. Looking through the ring leaves him with only one free hand, however, and physical actions taken while looking through the ring suffer a -2 penalty (attack rolls, skill checks, and Reflex saves). This only works for a character who has worn the ring for at least an hour previous, but the ability lasts until the PC puts the ring down or puts it back on.

Faint transmutation; CL 3; Forge Ring, *darkvision*; Price 8,000 gp

275. GIANT CHIEF (EL 10)

Summary: The hill giant leader dwells here. You will need the Surrounding Environs Map (see Appendix C).

Sights and Sounds: This room is well-lit by torches and lamps positioned around the perimeter. Those making Listen checks (DC 20) can hear the chief already stirring.

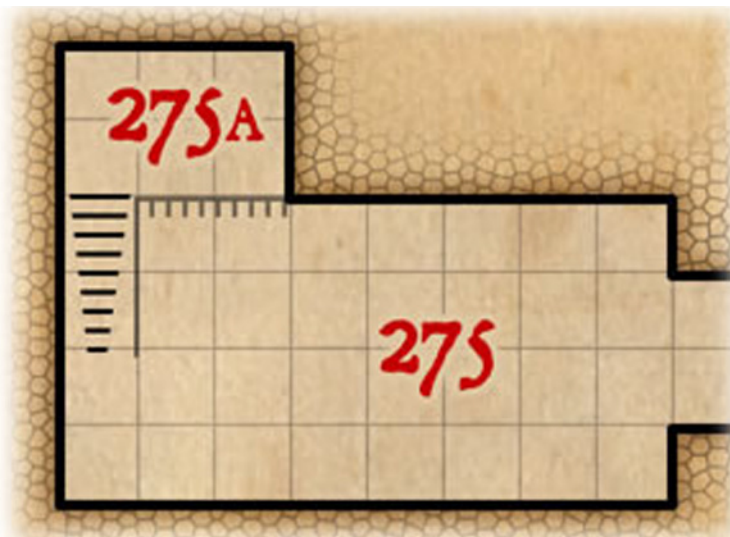
An oily smoke hangs in the air here from the torches and lamps that light the chamber. A enormous room with a 30-foot ceiling, the rear of this room holds a staircase that leads to an upper portion in the northwest corner. Banners

of green and gold once hung from the ceiling, but all that remains are tattered and stained bits that dangle from sturdy poles. A crude hand has painted images of crowns and jewels on the walls. A grumpy snarl comes from the top of the stairs as a great, gnarled figure rouses.

Inhabitant: The hill giant chief, Thursh, lives here. Thursh is a hunched, gnarled giant, but extremely strong and tough. His body is covered in scars and wounds. Use fire giant stats for him except that he is not immune to fire nor vulnerable to cold. His greatsword and his half-plate armor are magical (+1 both). He wears a pouch that contains a *potion of cure serious wounds* and the key to the magical prison (area 267) as well as to his large chest in 275A.

Hill Giant Chief: hp 140; Use fire giant stats, +1 to attack, damage and AC.

Tactics: Thursh charges down the stairs into battle against any intruder. After getting in one good whallop on a foe, he demands the group's surrender. If he actually gets it, he shows mercy, although he tells them that they will have to help him in his fight against "the cave people," which is what he calls the grimlocks.



Throughout the fight, he will ask for the PCs' surrender, although he himself will never yield. If reduced to less than half his hit points, he calls out in a thunderous bellow for the giants in area 274 to come help him. They

arrive in 1d4+2 rounds and obey all of Thursh's orders.

275A: This upper area is 20 feet above the floor. It contains a giant-sized bed, chair, and table. The table is piled high with food and drink of all description, most of it quite palatable. There is also a very large iron chest with a heavy lock (Open Locks DC 30).

Treasure: In the chest, PCs will find 16 large gold bars, each worth 100 gp. There is also a map of the area surrounding the dungeon. The map is on a large piece of cloth, 3 feet by 5 feet, and the writing is in Giant. (If they can read it, show the players the Surrounding Environs Map).

Upping the Ante (EL 11): The giant has two hill giant bodyguards/consorts here. They remain in 275A and throw stones for one round, and then charge into melee.



Sights and Sounds: The room is dimly lit by a lantern. The sound of the rushing water in the river is quite loud.

The door to this chamber lies on the floor in the entrance, long since smashed in by some great force. The room is filled with mossy, wet, rubble. To the west, a staircase descends down. In the northeast, the room opens into an underground stream at least 20 feet across, racing through a natural tunnel.

Inhabitant: A hill giant is here, fishing. He already has a large basket filled with good-sized, blind cave fish. In addition to his regular weapons, he has a large net (for fishing).

Hill Giant: hp 108

Tactics: The giant may be startled by the PCs if they're quiet and don't have a big fight in area 274. In this case, he will jump in the river and attempt to half-wade, half-swim upstream. He won't go all the way to area 277 for fear of the harpies. If he's not startled, he gets ready for a fight and fights to the death. On the first round of combat, he tries to use his net against PCs.

The River: The river is eight feet deep, and very cold. The ceiling above the river is 15 feet high. The water rushes in from area 279. Anyone entering

the river must make a Swim check (DC 15) to keep from being carried off by the current. As it travels to the south, the ceiling in the tunnel lowers to the level of the water. Eventually, it is impossible for an air-breather to traverse it. The water leads deep underground. The intention here is not to create a death trap, but merely to make it clear to PCs that little good can come from exploring the area downstream. DMs are encouraged to give PCs plenty of warning and opportunity to turn back.

The Stairs: The stairs lead down to Level 10.

Rubble: Those searching amid the rubble here (Search DC 20) will find an old iron box. This box is locked (Open locks DC 20)



REVISIT (EL 9)

The next time the PCs come here, if Thursh is dead, there are three giants here. They are all fatigued, because they have been wrestling for hours to determine who gets to be the next chief. Each has a bag with 10x 1d100 gp and various gear in it.

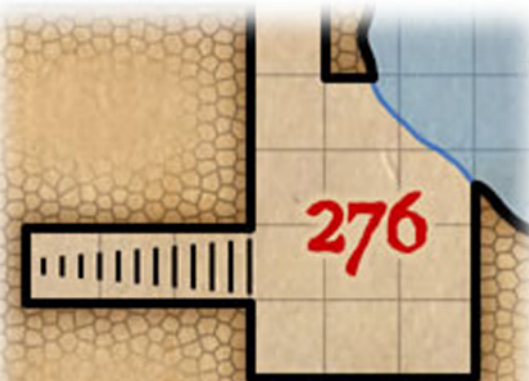
Hill Giants (3): hp 121, 110, and 108

Connections: This area connects to area 269 and area 274.

See the map of Level 9.

276. GIANT FISHERMAN (EL 7 AND 5)

Summary: A giant fishes in the river in a chamber that also holds the stairs down to the next level.



and trapped so that it releases a poisoned needle when opened.

Poison needle trap: CR 5; mechanical; touch trigger; repair reset; Atk +17 melee (1 plus poison, needle); poison (DC 19 Fortitude save resists, 1d3 Con/1d3 Con); Search DC 22; Disable Device DC 20.

Inside the box are 25 10 gp gemstones of various types and the key to the door into area 268.

Upping the Ante (EL 9): The giant has a pet dire bear helping him to fish. It fights to the death to defend him as well.

Dire Bear: hp 108

REVISIT (EL 9)

On a subsequent visit, the PCs interrupt a pair of chuul here, dripping wet from having just made their way up the river.

Chuul (2): hp 99 and 92

Connections: This area connects to areas 274, 277, and 291 (on Level 10).

See the map of Level 9.

277. HARPY BRIDGE (EL 10)

Summary: Harpies watch over an old bridge here, hoping to get a quick meal.

Sights and Sounds: This cavern is dark. The sounds of rushing water are loud, so that PCs attempting

Listen checks have a difficult time hearing the harpies as they move about (DC 20).

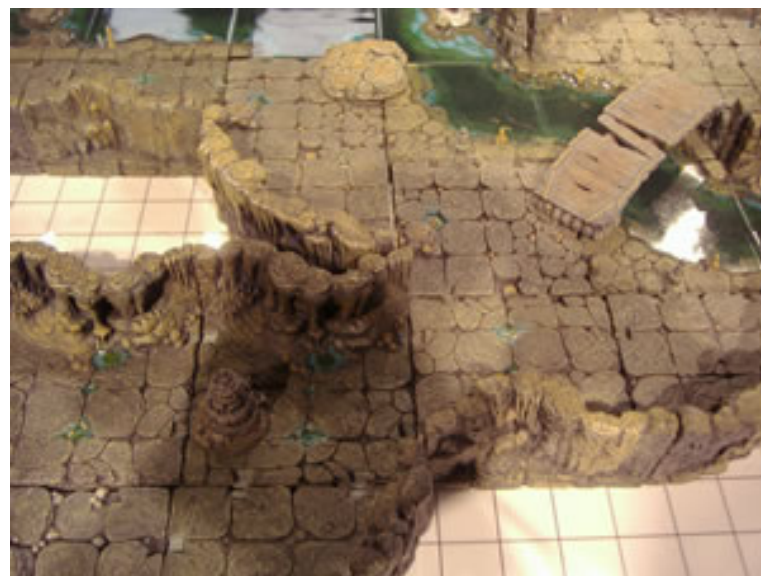
Stalactites hang down menacingly over a fast-moving underground stream here. An old wooden bridge spans the river. A cold current of air comes from the northwest.

The Bridge: The bridge is wooden and still quite sturdy. The harpies in the cave will not intentionally do it harm because it draws victims to this cave.

The River: The river is eight feet deep, and very cold. The ceiling above the river is 15 feet high. The water rushes in from area 279. Anyone entering the river must make a Swim check (DC 15) to keep from being carried off by the current.

Inhabitants: Seven harpies hide in the upper reaches of this cave above 277A. Normally these creatures would be too weak to face the other inhabitants of the level--the giants, the grimlocks--but their numbers make them quite formidable.

These harpies' song is slightly different. It affects creatures in a 100-foot spread rather than a 300-foot spread. Rather than captivating foes, it puts them in a reverie that effectively acts like a *hold monster* (DC



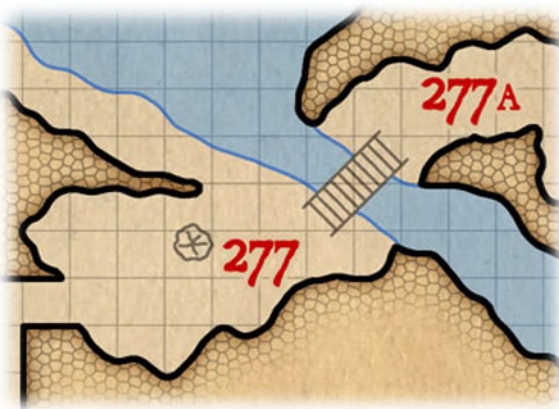
16) that lasts up to 7 rounds. During this time, the victim is engrossed in their own personal worst fear. While held, the victim completely believes that their worst fear has come true, no matter how unlikely. Like with hold monster, the victim gains a new saving throw once per round. Because of the loud sounds of the rushing water, all victims in this chamber gain a +1 bonus to their saving throws against the harpies' song.

A character affected by the harpies' song but freed from it, either by making a subsequent save or through the actions of his friends remains shaken on the following round.

These harpies are each CR 5 thanks to this potent modification to their ability.

Harpies (7): hp 40, 39, 37, 32, 31, 29, 22

Tactics: The harpies are hidden amid the stalactites when the PCs arrive (+4 total Hide check bonus, in part thanks to terrain).



As soon as someone attempts to cross the bridge, or as soon as they are spotted, six of the harpies all begin with their song, forcing immediate saving throws. Then they swoop into melee, making flyby attacks against those not held, and landing to make attacks against those transfixed. One harpy saves her song to use late in the fight against foes who manage to break free from the songs of her sisters.

If there is only one harpy left, it flies to their lair in area 288.

277A: This is where the harpies are located at the beginning of the encounter.

Treasure: Although most of their treasure lies in area 288, one harpy wears a gold ring with three diamonds worth 1,500 gp.

Upping the Ante (EL 12): Add in a leader that is a Harpy Archer (7th level harpy fighter). She hangs back in 277A using her bow against foes while her sisters fly into melee.

Connections: This area connects to areas 271, 272, 276, 278, 279, 288, and 289.

See the map of Level 9.

278. GRIMLOCK GUARDS (EL 4)

Summary: Beside the large pool and waterfall, two grimlocks keep “watch.”

Sights and Sounds: This cave is dark. The falling water of the nearby waterfall makes it very difficult to hear much of anything else (-5 on all Listen checks).

The western edge of a large underground pool, this area is filled with natural rock formations slick with moisture. Stalactites hang down like dripping teeth in odd, swirling colors due to strange mineral combinations. Nearby, a waterfall drops from the ceiling almost sixty feet above, crashing into the water with churning white.

Rock Formations: The ceiling here is much lower than that over the pool (particularly the waterfall). A thick “forest” of stalactites and stalagmites make movement tricky, and the water everywhere makes it worse. Anyone not native to this area moving more than their speed in one round--either in a double move or a run action--must make a Balance check (DC 13) or fall prone. Fighting in this environment is tricky as well, and attack rolls suffer a -2 penalty.

Inhabitants: Two grimlock fighters hide here. These grimlocks wear no armor so that they can move more quickly and quietly in the dark. The grimlocks hate and fear the harpies in area 277 and of course the giants in the south part of the level as well. They’re not going to like the sudden appearance of anyone else, either.



Grimlock Fighter

Medium Monstrous Humanoid (Neutral Evil)

Fighter 1 CR 2

Init +2 Speed 30 feet

HD 2d8+1d10+12 hp 37

AC 16, touch 12, flat-footed 14

Languages Common (of a sort), Giant

BAB/Grapple +3/+9

Attack +10 melee (1d8+6, morningstar)

SQ blindsight 40 feet and scent, immunity to gaze attacks, visual effects, illusions and other attack forms relying on sight, and scent

Fort +9 Ref +5 Will +2

Str 22, Dex 15, Con 18, Int 12, Wis 10, Cha 9

Crucial Feats Combat Reflexes, Iron Will, Power Attack

Other Feats Iron Will, Track

Crucial Skills Climb +8, Hide +5, Jump +6, Listen +5, Move Silently +4, Spot +1.

Other Skills N/A

Possessions masterwork morningstar, potion of cure moderate wounds, cat’s grace, and barkskin +3, grappling hook, 50 feet of rope, 13 gp, 12 sp, 14 cp.

Tactics: These grimlocks aren’t interested in fighting. They hide (and don’t forget, they gain a +10 bonus to Hide checks underground) and “observe” any threats coming their way and attempt to get to either area 280 or 281 to warn the others.

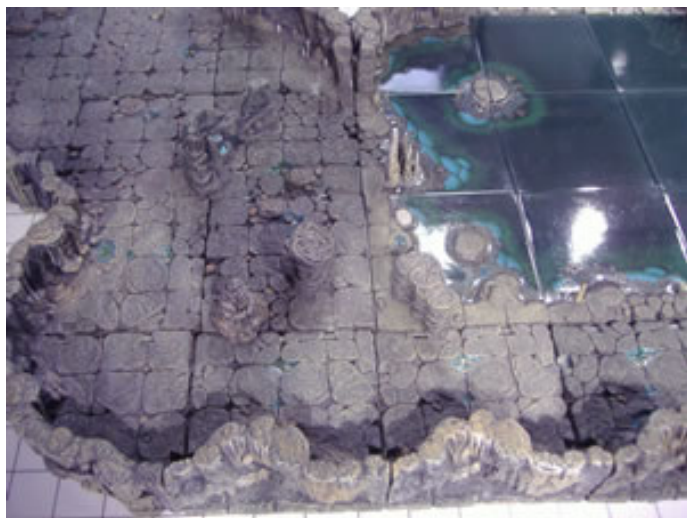
They won't hesitate to use their potions to improve their AC and sneaking abilities before making a break for it.

REVISIT

On a subsequent visit to this area, the PCs find the corpse of a long-dead aboleth at the water's edge. It reeks with an unearthly stench.

Connections: This area connects to areas 265, 277, 279, 280, and 281.

See the map of Level 9.



279. THE WATERFALL (EL 10)

Summary: A large underground pool with a waterfall conceals the entrance to the Dojo of Master Mui Yan.

Sights and Sounds: This cavern is dark. The waterfall is very loud (-5 on all Listen checks).

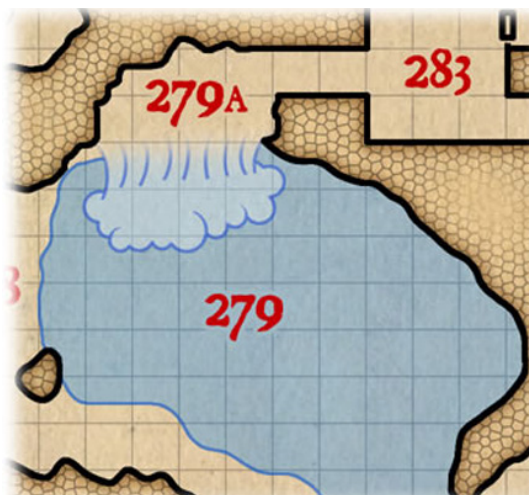
You come upon a beautiful grotto with a wide pool of clear, fresh water fed by a roaring waterfall dropping fifty or sixty feet from some higher perch. Wet stone of many colors and otherworldly shapes gives the cavern a strange, almost mystical quality. A river passes out of the pool to the southeast. Another wide passage heads to the northwest.

The Pool: The north end of the pool is 20 feet deep, and

at the south end is about 10 feet deep. The current is not terribly strong until one gets to the southeastern end (Swim check DC 15 to avoid being carried away). There are many large but harmless blind fish here.

The Waterfall: The waterfall is 60 feet high. The water pours down from Level 3 through a series of vertical passages, which are not navigable without serious magical aid (water breathing, fly, etc.). Passing through the waterfall requires a Balance check (DC 10) to avoid slipping back into the pool. It is impossible to tell that there is a cave behind the waterfall without actually exploring.

Treasure: At the deepest part of the pool, directly below the waterfall, lies a number of ancient corpses of adventurers slain by the sphinxes in 279A. Amid their lime-covered bones and corroded mundane gear lies a suit of +2 *banded mail* (Search DC 12) a gold and azurite necklace (900 gp Search



DC 22) and a gold ring with six diamonds (5,000 gp, Search DC 33).

279A: Two sphinxes stand watch here, forever geased to act as guardians for the Dojo of Master Mui Yan that lies beyond. They will not

reveal themselves no matter what happens out in the cave with the pool.

Androsphinx: hp 110

Gynosphinx: hp 62

The Riddle: If the PCs pass through the waterfall and enter this chamber, both sphinxes speak in unison: "You may not pass into the Dojo of Master Mui Yan unless you tell us how many hoary coins you bring with you." The trick is, of course, "hoary," which means old, but it also means gray or white with age--meaning silver. (In the Dojo Clue handout, it says the sphinxes like silver, not gold.) The PCs must tell them how many silver pieces the party has with them (the sphinxes intuitively know the answer). If they answer correctly, the PCs are allowed to pass, and given the password for the symbol of death in the hallway leading east to the dojo. If they do not answer correctly, they are told to leave forever. Only slaying the sphinxes will allow the PCs to get past them after that.

Tactics: The sphinxes very likely won't be surprised thanks to the gynosphinx's *clairaudience/clairvoyance*. To prepare, the gynosphinx uses *see invisibility* and the androsphinx casts *shield other* (on the gynosphinx, giving her AC 22 and +1 to saves), *resist energy (fire)*, *shield of faith* (+3 to AC for a total of AC 23), *bull's strength* (+2 to attack and damage rolls), and *divine favor* (+2 to attack and damage, for a total of +4), in that order.

The gynosphinx has also created a *symbol of pain* on the floor in this cave, but she's covered it with a large cloth. Her first action in a fight will be to uncover it. It is triggered by someone looking at it, but both sphinxes are "attuned" to it and cannot be affected.

Both sphinxes are likely to simply pounce into melee after that. They fight to the death to defend their post.

Hallway East: In the center of the hall, the gynosphinx has placed a *symbol of death*



triggered by anyone looking at it. Both of the sphinxes are "attuned" to it and cannot affect them. It has a password, "Pilgrim," that she will give to those who pass by her peacefully.

Connections: This area connects to areas 277, 278, and 283.

See the map of Level 9.

280. GRIMLOCKS (EL 9 AND 6)

Summary: The degenerate descendants of those thrown into the Pit in the Woods dwell here.

Sights and Sounds: This cave is dark. PCs making Listen checks (DC 18) can hear the grimlocks moving around or talking in their strange, guttural version of Common.

Sleeping mats and crude furnishings and other belongings are scattered about this large, natural cavern, obviously a home to some humanoid creatures. Skulls and bones lie about the cave as well, the remains of many, many creatures slain over the course of decades. The place stinks of urine, sweat, and rancid meat.

Inhabitants: Two 4th level grimlock fighters (elite grimlocks) and six 1st level grimlock fighters are here.

Grimlock Fighter

Medium Monstrous Humanoid (Neutral Evil)

Fighter 1	CR 2
Init +2	Speed 20 feet

HD 2d8+1d10+12 hp 37

AC 21, touch 12, flat-footed 19

Languages Common (of a sort), Giant

BAB/Grapple +3/+9

Attack +10 melee (1d8+6, morningstar)

SQ blindsight 40 feet and scent, immunity to gaze attacks, visual effects, illusions and other attack forms relying on sight, and scent

Fort +9 Ref +5 Will +2

Str 22, Dex 15, Con 18, Int 12, Wis 10, Cha 9

Crucial Feats Combat Reflexes, Iron Will, Power Attack

Other Feats Iron Will, Track

Crucial Skills Climb +7, Hide +4, Jump +5, Listen +5, Spot +1.

Other Skills N/A

Possessions masterwork hide, masterwork heavy steel shield, masterwork morningstar, *potion of cure moderate wounds* OR *bull's strength*, grappling hook, 50 feet of rope, 13 gp, 12 sp, 14 cp.

Elite Grimlock

Medium Monstrous Humanoid (Neutral Evil)

Fighter 4	CR 5
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Init +3	Speed 20 feet
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HD 2d8+4d10+24 hp 60

AC 21, touch 13, flat-footed 18

Languages Common (of a sort), Giant

BAB/Grapple +6/+12

Attack +13 melee (1d12+10, greataxe OR 2d6+10 greatsword)

Full Attack +13/+8 melee (1d12+10, greataxe OR 2d6+10 greatsword)

SQ blindsight 40 feet and scent, immunity to gaze attacks, visual effects, illusions and other attack forms relying on sight, and scent

Fort +11 **Ref** +7 **Will** +1

Str 22, **Dex** 16, **Con** 18, **Int** 12, **Wis** 10, **Cha** 7

Crucial Feats Cleave, Combat Reflexes, Dodge, Great Cleave, Mobility, Power Attack

Other Feats Track

Crucial Skills Climb +9, Hide +5, Jump +4, Listen +4, Move Silently +3, Spot +5.

Other Skills N/A

Possessions +1 *hide*, +1 *greataxe* OR +1 *greatsword*, *potions of cure moderate wounds* and *bull's strength*, 110 gp, 16 sp.



Tactics: The grimlocks attack immediately and fight to the death. The elites are the leaders, and charge first into melee, attempting to get past their foes' front flank to attack those that would keep to the back first (spellcasters or ranged combatants). The other fighters then engage the frontline foes.

Furnishings: There is nothing of value amid the crude beds and belongings of the grimlocks. Crude tools, food and water containers, and other utility items predominate. Nothing has decoration (they are blind).

Background: These creatures were once humans, or rather, they descend from humans thrown down into the pit in the woods 200 or more years ago. Those thrown down the pit were criminals and the insane, and the vast majority of them died. A few survived and learn to adapt to life in the dungeon, never having found a way out. Now their degenerate descendants no longer remember this past, and certainly do not lust after surface life. (No one has been thrown down the pit for at least 120 years, as that inhumane practice ended then.) They are expert dungeon survivalists and hunters, and hold their own against very tough predators and foes. They even have manage to hold off the recent incursion of giants.

280A: Four 1st level grimlock fighters are here. They also have a pet basilisk, although it has a variant gaze attack. Instead of

petrifying victims, it paralyzes them for 1d6+1 rounds. Its Charisma is 16, so the save DC is 16. It also has four more points of natural armor for a total AC of 20. Obviously the blind grimlocks are immune to its gaze attack. It obeys all their commands.

Grimlock fighters (4, as above): hp 37 each

Paralyzing basilisk: hp 51; AC 20

280B: This is a cave with sleeping mats for six grimlocks. There is no one here now.

Development: If the PCs come from area 278, the grimlocks there have likely moved here to warn of the coming threat, and the grimlocks from 280A have likely already joined their comrades. Otherwise, those in 280A will join any fight started in area 280 in 1d3 rounds. It is also likely that the leaders in area 281 hear a fight and come to help in 1d4+3 rounds.

Similarly, the grimlocks here will go to investigate noise in areas 265, 278 or 281.



Upping the Ante (EL 10 and 7): Give the basilisk its normal petrifying gaze but keep the increased DC and AC for the creature (making it CR 6). Give the elite grimlocks +1 breastplates rather than hide (AC 23) and have all the grimlocks use poisoned weapons envenomed with a special fungus that causes blindness for 2d10 rounds (Fort save DC 18). Each has one dose.

REVISIT (EL 10)

At some point, when the PCs return to this cave, they encounter four more 4th level grimlock fighters (elite grimlocks), and eight 1st level grimlock fighters. The elites do not have magic weapons or armor, just masterwork items (-1 to damage, AC 20) and the fighters have no potions.

Elite Grimlocks (4, as above): hp 50 each

Grimlock fighters (8, as above): hp 37 each

Connections: This area connects to areas 265, 278, 281, and 282.

See the map of Level 9.

281. GRIMLOCK LEADERS (EL 7)

Summary: The leaders of the grimlocks in area 280 dwell here.

Sights and Sounds: This cave is dark. PCs making Listen checks (DC 18) can hear the grimlocks moving around or talking in their strange, guttural version of Common.

You see a cave with striated stone formations dripping down the walls, slick with moisture.

Somewhere, a vent whispers hot, damp air from below. The cave appears to be the crude abode of three humanoid creatures, as it has two sleeping mats on the floor, a few other miscellaneous items, and a great collection of skulls and bones of slain creatures.

Inhabitants: Two of the three grimlock leaders are here (the third is currently in area 282). These include Uushmal, a powerful and extremely strong fighter and Louhah, a female who--after her ancestors were exposed to the strange magic in the dungeon--is a relatively normal grimlock with the ability to scream a sort of sonic "breath weapon" in a cone. She can use this every other round and inflicts 5d6 sonic damage, stuns as well as deafens those caught within it (Reflex DC 15 halves the damage, Fort DC 15 resists the deafening effect and stun. The stun lasts for one round. The deafening effect lasts 1 hour.

Louhah wears +2 bracers of armor and has a Dexterity of 18 (AC 20, +3 to Reflex saves and Hide) and wields a masterwork battleaxe (+1 to attack rolls) She is a CR 3 challenge.



Uushmal

Male Grimlock
Medium Monstrous Humanoid
(Neutral Evil)

Fighter 5 CR 6

Init +3 Speed 20 feet

HD 2d8+5d10+35 hp 87

AC 22, touch 13, flat-footed 19

Languages Common (of a sort), Giant

BAB/Grapple +7/+14

Attack +16 melee (1d12+11, greataxe)

Full Attack +16/+11 melee (1d12+11, greataxe)

SQ blindsight 40 feet and scent, immunity to gaze attacks, visual effects, illusions and other attack forms relying on sight, and scent

Fort +12 Ref +7 Will +2

Str 25, Dex 17, Con 20, Int 13, Wis 12, Cha 10

Crucial Feats Cleave, Combat Reflexes, Dodge, Mobility, Power Attack

Other Feats Track, Weapon Focus (greataxe)

Crucial Skills Climb +11, Hide +5, Jump +5, Listen +5, Move Silently +4, Spot +6.

Other Skills N/A

Possessions +2 hide, +1 keen greataxe, potions of cure moderate wounds and bull's strength, 10 gold rings (50 gp each).

Louhah (grimlock): hp 16; AC 20

Tactics: Uushmal charges immediately into combat if he sees a foe, devoting 3 points of his attack bonus to damage with Power Attack. If he hears a foe before seeing it, he'll take the time to drink his *potion of bull's strength* (+2 to attack and damage). Louhah tries to keep back, using her breath weapon as much as possible.

Treasure: Amid their belongings, PCs making a Search check (DC 18) can find a nonmagical crystal ball with a golden stand (200 gp), a small golden crown (350 gp), and a burlap bag with 227 gp, 566 gp, 450 cp, and a set of three dice made of solid gold (85 gp each).

Development: These grimlocks, upon hearing the sounds of combat in area 280, come to help their fellows in 1d4+3 rounds. If the grimlocks in area 280 hear fighting from this area, they will come here in 1d4+3 rounds.



Background: These creatures were once humans, or rather, they descend from humans thrown down into the pit in the woods 200 or more years ago. Those thrown down the pit were criminals and the insane, and the vast majority of them died. A few survived and learn to adapt to life in the dungeon, never having found a way out. Now their degenerate descendants no longer remember this past, and certainly do not lust after surface life. (No one has been thrown down the pit for at least 120 years, as that inhumane practice ended then.) They are expert dungeon survivalists and hunters, and hold their own against very tough predators and foes. They even have manage to hold off the recent incursion of giants.

Upping the Ante (EL 9): Make Louhah a 4th level fighter (use stats found in area 280) with the sonic scream (CR 6). Give them another paralyzing basilisk pet (again, see area 280).

Connections: This area connects to areas 265, 278, and 280.

See the map of Level 9.

282. THE PIT IN THE WOODS (EL 9, 2, AND 2)

Summary: This is the extremely deep pit that leads down into the dungeon from the surface. You will need the Pit in the Woods map (see Appendix C).

The Passage Between Areas 280 and 282: This natural passage is well over a mile long. In places, the grimlocks have expanded it to make it easier to traverse.

Sights and Sounds: This cave is dark. PCs making Listen checks (DC 16) can hear the grimlocks moving around or talking in their strange, guttural version of Common.

This large cavern has many ledges and a wide open pit in the middle of it. Every thing is slick with condensation in this warm, humid cave. Suddenly, many creatures begin making their presence known throughout the large area with howls of indignant rage.

Inhabitants: There are two grimlocks here. As soon as intruders appear, they each throw a flash stone at the incoming foes, which functions just like a thunderstone except it causes blindness via a very bright flash of light.

Grimlocks (2): hp 12, 11

282A: This ledge is 10 feet above the floor. There are two grimlocks here with spears (+3 ranged attack, 1d8+2 damage). They have a total of six spears and use them to attack foes at range (although never farther than their blindsight allows). If they run out of spears, they climb down and attack in melee with battleaxes.

Grimlocks (2): hp 12, 11

282B: This ledge is 15 feet above the floor. There are two grimlocks here with spears. They have a total of eight spears and use them to attack foes at range (although never farther than their blindsight allows). If they

run out of spears, they climb down and attack in melee with battleaxes.

Grimlocks (2): hp 14, 10

282C: This ledge is 13 feet above the floor. Above it, a shaft extends up about 50 feet and then slopes to the south toward 282G. The grimlock leader Slootha, is here. She immediately drinks her *fly* potion and then swoops into battle.

Sootha

Female Grimlock

Medium Monstrous Humanoid (Neutral Evil)

Fighter 6 **CR** 7

Init +3 **Speed** 30 feet

HD 2d8+6d10+45 **hp** 95

AC 22, touch 13, flat-footed 19

Languages Common (of a sort), Giant

BAB/Grapple +7/+14

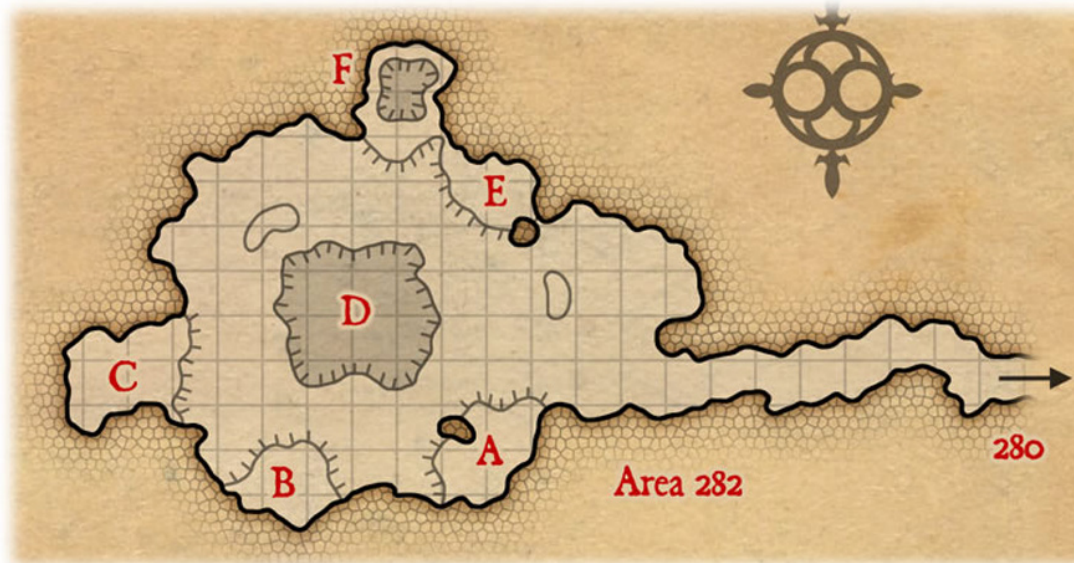
Attack +16 melee (1d12+13, greatsword)

Full Attack +16/+11 melee (1d12+13, greatsword)

SQ blindsight 40 feet and scent, immunity to gaze attacks, visual effects, illusions and other attack forms relying on sight, and scent

Fort +13 **Ref** +8 **Will** +4

Str 22, **Dex** 17, **Con** 20, **Int** 12, **Wis** 14, **Cha** 11



Crucial Feats Cleave, Combat Reflexes, Dodge, Mobility, Power Attack, Spring Attack

Other Feats Track, Weapon Focus (greataxe), Weapon Specialization (greataxe)

Crucial Skills Climb +11, Hide +6, Jump +6, Listen +5, Move Silently +4, Spot +6.

Other Skills N/A

Possessions +2 studded leather, +1 greatsword, amulet of health +2, potions of cure moderate wounds and fly.

282D: This pit is 12 feet deep. A crude ladder extends down on the eastern side of the pit. There is a grimlock here who attempts to climb up and join the melee as soon as he is aware of it.

Grimlock: hp 11

282E: This ledge is 10 feet above the floor. There are two grimlocks here with spears. They have a total of eight spears and use

them to attack foes at range (although never farther than their blindsight allows). If they run out of spears, they climb down and attack in melee with battleaxes.

Grimlocks (2): hp 12, 11

282F: This ledge is 15 feet above the floor. In the back of the ledge there is a pit 30 feet deep. At the bottom of this pit is a cave about thirty feet across.

This contains the treasure

of the grimlocks. This hoard consists of a broken chest (no lid) containing 3,629 cp, a pile of 9,784 sp and 898 gp, two masterwork composite longbows (+2 and +3 strength), 19 +2 arrows in a quiver with gold and semiprecious stones (worth 170 gp), six assorted gold candlesticks (total value 300 gp), a silver statue of a large bird (580 gp), and 500 gp worth of fine silk and cloth of gold.

There are two grimlocks on the ledge. These are stronger than normal and gain +1 to attack and damage rolls, as well as Climb and Jump checks. They remain here as guards, attacking any who attempt to get up to the ledge.

Grimlocks (2): hp 18, 16

282G: This cavern is 80 feet long and 40 feet wide, laying at the bottom of a 250 foot shaft. It is filled with bones and skulls, most badly broken, mostly human.

282H: This cavern is 75 feet long and 50 feet wide, laying at the bottom of a very steep ramp. It is filled with bones and skulls, most badly broken, mostly human.

282I: This is the initial pit itself. The first fall is 100 feet deep. After that, it is a series of steep inclines and sheer drops down to 282H, 282G, and finally 282C. The fact that anyone survived this indicates that they were extremely tough and hardy, providing a good basis for the tough tribe of grimlocks they would one day become. The bottom of this first drop contains the bones of hundreds of not-so-tough victims.

Development: If intruders come here, on the first round the two grimlocks throw their flashstones and Sootha drinks her potion. The grimlock in area 282D climbs up. Non-blinded foes hopefully move westward into the cave, so that on the second round

the grimlocks in 282A and/or 282E can hurl spears while Sootha moves up and the other three grimlocks engage in melee. The PCs will likely only encounter the other grimlocks on the other ledges if they move farther into the cavern.

Background: These creatures were once humans, or rather, they descend from humans thrown down into the pit in the woods 200 or more years ago. Those thrown down the pit were criminals and the insane, and the vast majority of them died. A few survived and learn to adapt to life in the dungeon, never having found a way out. Now their degenerate descendants no longer remember this past, and certainly do not lust after surface life. (No one has been thrown down the pit for at least 120 years, as that inhumane practice ended then.) They are expert dungeon survivalists and

hunters, and hold their own against very tough predators and foes. They even have manage to hold off the recent incursion of giants.

Dense brush and more than a hundred years of tree growth surround the top of the long unused pit, making it difficult to find in the woods without a map.

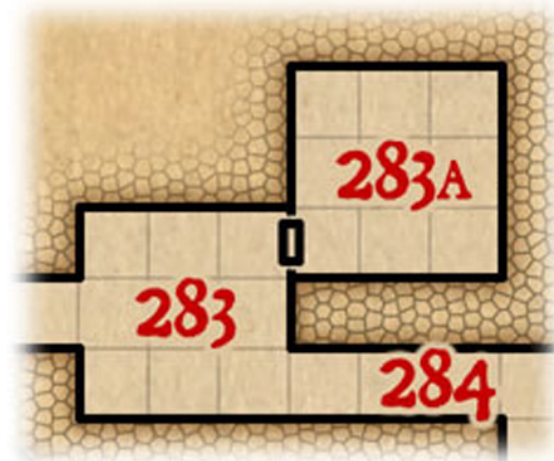
Connections: This area connects to area 280 and the surface.

See the map of Level 9.

283. ENTRANCE TO THE DOJO

Summary: This is the entry to the hidden Dojo of Master Mui Yan.

Sights and Sounds: This chamber is lit by soft, magical light. It is quiet.



A simple room, thirty paces to a side, stands before you. The north wall bears a beautifully crafted relief of a bald human man in robes, floating crosslegged above the floor. A skeleton lies on the floor, bits of rusted mail strewn about the dried yellow bones. The eastern wall has two exits. The northernmost is a stout door and the other is a round opening leading into a cylindrical hallway. The hallway appears to silently rotate.

The Relief: Those who have seen the stained glass window in area 152 will recognize the central figure here as being the same as in the window. Either way, a Knowledge (history) check (DC 18) allows a character to identify Master Mui Yan.



The Skeleton: The skeletal figure holds a small key in its left hand. A Search check (DC 12) reveals the key. The key opens the stone box in area 286.

283A: The door into this back room is locked (Open Locks DC 26). The room is mostly empty, although a Search check (DC 27) suggests that once, long ago, the room was likely filled with crates, barrels, and that the room was likely used for storage. Now all that remains is a heavy iron grate in the middle of the floor, eight feet across. Below the grate is a 10 foot square pit with about 1 inch of water. Shining a light down into the pit reveals the glint of gold scattered amid the pit.

Opening the grate is tricky, and requires a Search check (DC 30) to find the hidden latches which allow it to raise on hinges. Otherwise, the grate has a hardness of 10, 40 hit points, and a Break DC of 28.

There are small bits of refuse in the pit, along with 6 gp and 14 cp.

Background: Master Mui Yan came to Dragon's Delve approximately 600 years ago. An extremely skilled warrior and gifted teacher, Mui Yan wandered the world instructing warriors. Some nobles feared that Mui Yan's instruction would empower too many commoners with great skills of war and death, and so his techniques were forbidden. Eventually, Master Mui Yan decided to create a hidden dojo, located in a remote, difficult to reach locale so that finding and attaining the dojo would itself be the test for entry. You may wish to read (or re-

read) the Book of Master Mui Yan handout for more information (see Appendix C).

REVISIT (EL 6)

Should the PCs open the grate in 283A, leave the room, and then at some point return, they find that a previously deactivated trap is now active. Anyone entering 283A triggers the trap by putting weight on the floor. It triggers one round after the first person enters, at which time the door slams shut and locks again. Then the walls begin to close in, crushing all within in 4 rounds.

Compacting Room Trap: CR6; timed trigger; automatic reset; walls move together (12d6, crush); multiple targets (all targets in the room); never miss; onset delay (4 rounds); Search DC 40; Disable Device DC 22.

Connections: This area connects to area 279 and area 284.

See the map of Level 9.



284. THE SPINNING HALLWAY (EL 5)

Summary: A rotating corridor presents a navigational challenge, but also, oddly, a learning tool.

Sights and Sounds: The hall is lit by soft, magical light. It is quiet, other than a faint whirring sound.

Light from an unseen source illuminates this long corridor of smooth stone, enough for you to see that it stretches at least one hundred feet. The corridor is a cylinder 10 feet across, and it rotates rapidly in a clockwise direction. The hall spins around a door at its eastern end. At two points along its length, you see large rectangular holes which--as the corridor rotates--match up with side exits.

Navigating the Hallway: Every 10 feet, a character walking down the corridor must make a Balance check (DC 10) to avoid falling prone. Fallen characters must make Balance checks (DC 10) to stand. Those failing to stand suffer 1 point of damage due to being tossed about. Characters moving more than their speed in one round suffer a -2 penalty to the Balance checks.

Leaving the hallway requires another Balance check (DC 10) to avoid falling prone.

Performing any action in the hallway, whether it be drawing an item, casting a spell, or even opening the door at the end of the corridor also requires a Balance check (DC 10). Failing this check results not only in falling prone but in the failure of the action. All attack rolls, checks, and saves made in the corridor suffer a -2 penalty.

Leaping through one of the holes to use one of the side exits (to area 285 or area 286) requires a Reflex saving throw (DC 20). Failing this save means that the character is only partially through the hole as the corridor turns and no longer matches up with the exit. Such a character suffers 10d6 points of crushing damage.

The DM can rule at anytime that seems appropriate that characters grow accustomed to navigating the spinning corridor, at which time the Balance checks are no longer required.

Navigating the corridor the first time is a CR 5 challenge and characters should gain appropriate experience point awards.

Training in the Hallway: Those who train here, by practicing combat moves in the spinning corridor at least three hours a day for a week, can forego one normal feat to gain the ability to reduce the effects of adverse conditions on their fighting skills. Essentially, what this means is that anytime a situation would impose a penalty to attacks, checks, and or saves due to physical conditions (unstable floors, falling rocks, high wind, etc.) the penalty for this character is reduced by 2. Further,

the character also gains a +2 competence bonus on Balance checks.

Development: By sheer force of will, Master Mui Yan in area 287 can cause the corridor to rotate faster, increasing the DC of all checks and saves required by 2. He can also cause it to stop, sending all those in the corridor flying unless they can make a Balance check with a DC of 25. Failure means that the character is prone and suffers 5d6 damage. This also potentially seals off areas 285 and 286.

Background: Master Mui Yan came to Dragon's Delve approximately 600 years ago. An extremely skilled warrior and gifted teacher, Mui Yan wandered the world instructing warriors. Some nobles feared that Mui Yan's instruction would empower too many commoners with great skills of war and death, and so his techniques were forbidden. Eventually, Master Mui Yan decided to create a hidden dojo, located in a remote, difficult to reach locale so that finding and attaining the dojo would itself be the test for entry. You may wish to read (or re-read) the Book of Master Mui Yan handout for more information (see Appendix C).



Connections: This area connects to areas 283, 285, 286, and 287.

See the map of Level 9.

285. THE TRAINER (EL 5)

Summary: A dwarf fighting trainer waits in this chamber to train those who ask for it. You will need the Krathar illustration handout (see Appendix C).

Sights and Sounds: The room is lit by soft, magical light. It is quiet.



This long chamber holds a pair of tall obelisks covered in thick copper plates. The plates bear intricate inscriptions and crackle and hum with energy. Standing between these structures is a bald, bare-chested dwarven warrior with a weapon in each hand and a sigil tattooed on his forehead. "I'm Krathar, and they call me 'the Careful,'" he says. "If ya come here to learn somethin', good on ya. I can help. If ya come here with somethin' else in mind, woe be to ya. Woe be to ya."

Inhabitant: Krathar the Careful is not real. He's a magical projection created by the obelisks, with a limited level of independence and autonomy. Krathar can spar, fence, or otherwise practice fighting

with any normal creature. He can offer tips, advice, and entirely new ideas to improve the techniques of others. His “stats” appear to change depending on his opponent/student so that he can always offer a suitable challenge and useful practice and instruction. He cannot be truly harmed or affected in any way, although a dispel magic spell will suppress him for 1d4 rounds.

Krathar is very loquacious, and offers good-natured ribbing and commentary as well as insight. But he’s not cruel and gives compliments and praise (when deserved) as freely as jibes.

Training with Krathar: Those who train here, by practicing with Krathar at least three hours a day for two weeks, can forego one normal feat to gain a +1 bonus to melee attack and damage rolls. Further, they gain the ability to, once per day, “size up a foe” (a full round action) the way Krathar sizes up those he trains. The character then gains a +1 attack bonus and Armor Class bonus against that particular foe in that particular encounter. He also learns any specific vulnerabilities or weaknesses (if any) the foe might have.

The Obelisks: The inscriptions on the obelisks are diagrams of fighting techniques and styles, and are quite elaborate. The obelisks have a hardness of 10, 120 hit points, and a Break DC of 30. Attempts to damage the obelisks--by any means--turn Krathar into pure energy which explodes and fills the room. Anyone

in the room and the 10 foot corridor outside the room (if the door is open) suffers 5d6 points of electrical damage and 5d6 points of force damage (Reflex save DC 19 for half damage). This happens each round such attempts are made. If the PCs destroy an obelisk, Krathar disappears. However, imbedded inside each is a flawless diamond worth 5,000 gp, the keys to the magic that makes Krathar possible.

Background: Master Mui Yan came to Dragon’s Delve approximately 600 years ago. An extremely skilled warrior and gifted teacher, Mui Yan wandered the world instructing warriors. Some nobles feared that Mui Yan’s instruction would empower too many commoners with great skills of war and death, and so his techniques were forbidden. Eventually, Master Mui Yan decided to create a hidden dojo, located in a remote, difficult to reach locale so that finding and attaining the dojo would itself be the test for entry. You may wish to read (or re-read) the Book of Master Mui Yan handout for more information (see Appendix C).



Connections: This area connects to area 284. See the map of Level 9.

286. DUELING ROOM



Summary: The PCs find a combat practice room that encourages and enhances those that use it.

Sights and Sounds: The room is lit by soft, magical light. It is quiet.

Banners of green and blue hang from the vaulted ceiling high above the floor of this chamber. Each bears the image of a different weapon. A thick, woven mat of auburn and gold covers much of the floor. In the back of the room, an oak table holds a simple box and a chair of wood and iron rests in the corner.

A stone panel, 8 feet long and 4 feet high, is set into the north wall bearing a painted frieze showing beautiful figures engaged in elegant combat.

The Voice: As soon as at least two characters enter this room, a voice rings out, “Ready? Begin.” Each character must immediately make a Will save (DC 22) to resist a compulsion to move to the center of the room and engage in combat with the other. The affected character will not attack an unwilling opponent.

The Nonlethal Effect: Damage inflicted in any combat here is nonlethal. In fact, it



looking in the box will also find a large supply of oils and tools for cleaning and maintaining weapons and armor.

Secret Panel: In the north wall, the stone panel holding the frieze can be removed (Search check DC 30 to find, Strength check DC 18 to accomplish it). In the niche beyond is a stone box built into the niche itself. The box is diabolically locked, with two locks (DC 30 each), set up so that if a character picks one, and then fails at an attempt to pick the other, the first relocks (so characters cannot use the Take 20 rule on the second lock). The key to both locks is in area 283. Inside the box are two magical books: *a manual of bodily health +1* and *a manual of quickness in action +1*.

Background: Master Mui Yan came to Dragon's Delve approximately 600 years ago. An extremely skilled warrior and gifted teacher, Mui Yan wandered the world instructing warriors. Some nobles feared that Mui Yan's instruction would empower too many commoners with great skills of war and death, and so his techniques were forbidden. Eventually, Master Mui Yan decided to create a hidden dojo, located in a remote, difficult to reach locale so that finding and attaining the dojo would itself be the test for entry. You may wish to read (or re-read) the Book of Master Mui Yan handout for more information (see Appendix C).

Connections: This area connects to area 284. See the map of Level 9.

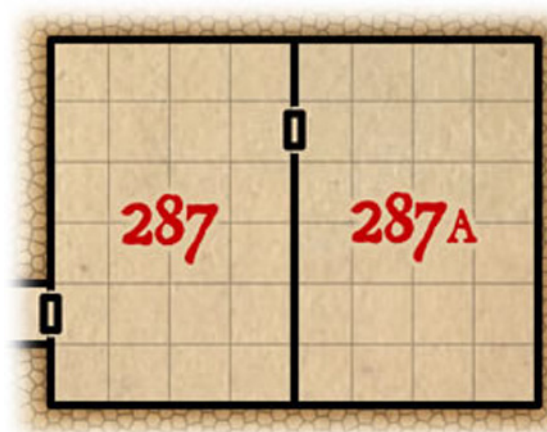
287. THE MASTER

Summary: Master Mui Yan waits for the PCs here.

Sights and Sounds: The room is lit by soft, magical light. It is quiet.

Forty feet from the door, a wooden wall extends from floor to ceiling, blocking off the rest of the room. A wooden door in this wall hangs open, but the angle offers you no real view of what lies beyond.

In the portion of the room that you can see, two pedestals of white stone with copper plating hover about two inches from the floor and slowly drift around the room. The pedestals are about five feet high and topped with large bladders that appear to be filled with air.



The Pedestals: The strange, floating pedestals are in fact magical combat training devices. They can move very quickly, darting and dodging blows and ranged attacks as appropriate to the training character (they have an AC of 20 + the level of the training character). The copper plates can extend and

is impossible to inflict lethal damage in this room. All damage is nonlethal, even damage from spells. Spells and effects that automatically slay foes do not function in this room.

Training in this Room: Those who train here, by practicing with at least one other person at least three hours a day for four weeks, can forego one normal feat to gain one feat on the fighter bonus feat list AND the Weapon Focus feat for one weapon of the character's choice, used while in the room.

The Box: Inside the large box on the table are two masterwork healing kits and a collection of salves and ointments used for sore muscles and minor bruises. Those

retract like arms with shields or weapons, and the bladders are like punching bags, able to absorb any blow.

287a: Master Mui Yan waits for the PCs here, floating cross-legged through sheer force of will behind a small, semicircular table covered in various (nonmagical) books on combat styles and methods. He is not at all hostile, and in fact congratulates them for finding and reaching the dojo. Master Mui Yan appears to be a slight human man, bald, and without any equipment. He seems to be quite old, but not frail. He has, in fact, ascended to essentially demi-god status, so no stats are provided for him. He's not meant to be a foe for the PCs, and has the power to simply eject anyone from the dojo instantaneously. He has mastery of all weapons and armor, melee and ranged, as well as all types of unarmed combat.

The PCs are welcome to train here in the dojo (meaning areas 283 to 287) for as long as they wish, as long as they follow these rules:

1. Do not intentionally damage anything in the dojo.
2. Do not attack an unwilling foe in the dojo.
3. Do not fight to the death.
4. Do not linger here if you are not training or studying (characters cannot sleep in the dojo, for example).

Master Mui Yan is an excellent teacher, but other than teaching he will not interact with the PCs in any meaningful way. He will not tell them about the rest of the dungeon or

advise them in their plans. He certainly will not leave the dojo for any reason. He has no motivations or goals other than to teach and to keep the dojo secure. He is True Neutral in alignment.

Training With Master Mui Yan: Those who train here, either with the master himself or the training devices, for at least three hours a day for four weeks, can forego one normal feat to gain the ability to counter the melee attacks of a single adjacent foe. As a full-round action, you make an opposed attack roll with the opponent using your best attack bonus (and he uses his). If you win, you harmlessly block all of his attacks until your next turn, including attacks of opportunity.

Background: Master Mui Yan came to Dragon's Delve approximately 600 years ago. An extremely skilled warrior and gifted teacher, Mui Yan wandered the world instructing warriors. Some nobles feared that Mui Yan's instruction would empower too many commoners with great skills of war and death, and so his techniques were forbidden. Eventually, Master Mui Yan decided to create a hidden dojo, located in a remote, difficult to reach locale so that finding and attaining the dojo would itself be the test for entry. You may wish to read (or re-read) the Book of Master Mui Yan handout for more information (see Appendix C).

REVISIT (EL II)

Eventually, a new would-be student reaches the dojo. This is Niree, a female troll hunter (6th level ranger). She's heard about the dojo and wishes to train. Master Mui Yan makes no distinctions between creature types or alignment, as long as they remain orderly within the dojo. Niree will even train with the PCs if they are willing. But make no mistake, Niree is still quite evil. She won't risk the dojo with treachery, but she once she finishes training she still might attempt to ambush the PCs (particularly a lone PC) to slay and eat them as well as take any valuables they may have.

Niree, troll hunter: hp 130

Connections: This area connects to area 284. See the map of Level 9.



288. HARPY LAIR

Summary: The harpies of area 277 make their lair here.

Sights and Sounds: This cave is dark and quiet.

The tunnel seems to widen slightly, and then stop here, forming a relatively small cave. The place reeks of excrement and carrion, and pale brown feathers of various sizes cover the floor, as if the whole cave was just a big nest for an ugly bird of great size--or perhaps many such birds. Amid these lie bones, or rather broken bits of bones, each well-gnawed upon. The walls and floor are scratched and scraped as if with large talons.

In the midst of the disgusting refuse you see a smattering of weapons, bags, ceramic pots, and even a few old wooden boxes and casks.

The Treasure Horde: Scattered throughout the lair/nest, searching PCs can find various treasures based on the result of their Search check:

* Check Result 0 or more: A +1 *heavy flail*, masterwork banded armor, three flasks of

antitoxin, a bag with 153 gp, and various pottery, rusted weapons, and miscellaneous old and broken items (all worthless).

* Check Result 11 or more: As above plus a masterwork composite longbow (+4 Strength), six +1 arrows, one +3 arrow, 548 loose silver coins, 66 loose gold coins, 2 loose platinum coins.

* Check Result 21 or more: As above plus a gilded player book of Dorana (130 gp) and a tortoiseshell box (50 gp) containing six gold teeth (45 gp each).

* Check Result 26 or more: As above plus a small ruby (500 gp), a *potion of remove curse*, and a silver ring with onyx (850 gp)

* Check Result 31 or more: As above plus a *ring of conjured allies*.

Development: If the PCs somehow get here without first dealing with the harpies in area 277, the monsters will come here if they hear any suspicious noise at all, as they are very protective of their lair.

Connections: This area connects to area 277. See the map of Level 9.

New Magic Item

Ring of Conjured Allies: The wearer of this ring has a protection from evil spell effect on them at all times. Once per day, the wearer can remove the ring and state the command word as a full round action, after which the ring expands to a diameter



of 10 feet, forming a magical gateway. A creature chosen by the wearer from the *summon monster VI* list steps through this portal and serves the wearer to the best of its ability for up to 10 rounds, although it will not do something that will obviously end in its immediate death (fighting a foe of the summoner does not count unless the foe is more than 5 times the HD of the conjured creature, but leaping into a pool of acid probably does). It's worth noting that the creature is conjured, not summoned. At the end of its time, the creature passes back through the ring-gate. The ring turns to normal when the conjured creature leaves or dies, but until then it remains large and immobile (and obviously conveys no benefit to the wearer).

Moderate conjuration; CL 12; Forge Ring, *protection from evil*, *summon monster VI*; Price 30,000 gp



289. UNSTABLE CAVE

Summary: A dangerously unstable roof can provide a new exit out of this level.

Sights and Sounds: This cave is dark and quiet.

The passage from the northwest into this cave is partially blocked by a set of wooden supports and scaffolding. Various rusted and old stoneworking tools--hammers, shovels, picks, chisels, and more--lie on the cold, wet stone floor. In the middle of the cave, a natural stone column rises to the ceiling, and all around it, irregular stone formations glisten with water that drips down in various places throughout the area.

The Scaffold: The cave ceiling here is 30 feet high, and the scaffolding and wooden supports go all the way up. A ladder allows PCs to climb the scaffolding with ease, and on the two platforms on the scaffolding they find more old tools. However, climbing on the scaffold is dangerous, and a Knowledge (engineering) check (DC 18) confirms this. The rickety scaffold supports the unstable ceiling. Climbing on the scaffolding



requires a Balance check by each climber (DC 15). Failure means that the climber has jostled the structure enough to cause the scaffolding to collapse. The climbers suffer falling damage depending on how high they got (roll 1d3 x 10 feet to determine if need be). Then, 1d3 rounds later, the western half of the cave collapses.

Collapsing the Cave: If the cave collapses, anyone in the western half suffers 10d6 points of damage (Reflex saving throw DC 16 for half damage). However, after the collapse, a shaft leading straight up is revealed. This shaft winds its way up to a cave accessible by the trapdoor in area 209 on Level 7 and even to area 89 on Level 3 (or very near it, in the tunnel connecting it with the Devil's Maw.)

The western half of the cavern, including the northwest exit, is filled with rubble. Clearing it enough to leave requires about 60 man hours of work. Clearing it completely would take 10 times that length of time. However, the pile of detritus allows easy access to the shaft up, if need be.

The Shaft Up: Climbing this shaft is difficult, but not impossible. The Climb check DC is 18. However, the distance to the chamber below Level 7 is about 500 feet, and continuing on up to Level 3 is another 1000 feet or so as the shaft winds and turns, even more than the Pit in the Woods in area 282. There are a few ledges and mostly-vertical sections, however, that offer a climber a chance to rest.



Development: If the cave collapses, the harpy witch in area 290 comes to investigate, angrily attacking anyone who appears responsible.

REVISIT (EL 9)

If the witch in area 290 is dead, the next time the PCs come to this area, they find it occupied by a delver. Regardless of what the PCs did here, the scaffolding is gone and the ceiling has collapsed, but the delver has cleared it out. If the PCs are wearing or carrying a good deal of metal (armor, weapons, coins) or gems, the delver is likely to attack them to feast upon the delicacies (it's already eaten all the tools in the chamber, if they were left behind).

PCs who offer the delver a substantial amount of such goodies can convince it (assuming they can speak Terran or Undercommon) to tell them about one of the following:

1. The shaft up to Levels 7 and 3.
2. The secret area behind the waterfall in area 279
3. The existence of the secret entrance to Level 11.

Delver: hp 155

Connections: This area connects to area 277 and area 290.

See the map of Level 9.



290. HARPY WITCH (EL 12)

Summary: A deadly encounter awaits incautious PCs in the form of a spellcasting harpy.

Sights and Sounds: This cavern is dark. Strange gurgling, dripping, and crackling sounds can be heard here.

Fungus chokes the only entrance to this low, wide cavern. The broad natural stone formation in its center obscures much of the cave, but you quickly realize that some of what you first took to be large stalactites hanging from the

jagged ceiling appear to actually be pale, gaunt humanoid bodies draped head-down. The floor is covered in red, but it is not blood, but rather sparkling red gemstones. A croupy whisper wends through the grisly scene, telling you, "stay out, fleshies, or you'll add to my collection of pretty red stones."

Inhabitants: Tilattau dwells here. The harpies in area 277 obey her every order, but she can hardly be called their leader, for she cares nothing for them and only ever commands them to bring them victims for her to drain. With a tattered cloak covered in crudely affixed red gemstones, she looks hideous and gaunt even by the standards of her kind. She is as sick and evil a creature as can be found in Dragon's Delve, and will not hesitate to commit any act to succeed and survive. Tilattau's song is the standard harpy song, unlike her sisters in area 277. Due to her affinity to flying about caverns, she has a stirge familiar.

Tilattau the Witch (CR12)

Female Harpy Adept 9 (Neutral Evil)

Medium Monstrous Humanoid

Init +2 (+2 Dex) **Spd** 20 ft, Fly 80 ft (Avg)

AC 18, touch 12, flat-footed 16

HD 7d8+9d6+48 **hp** 112

Languages Common, Giant, Orc

BAB/Grapple +11/+13

Attack +17 melee (1d8+6, heavy mace) or +14 ranged (1d6+2, javelin)

Full Attack +17/+12/+7 melee (1d8+6, heavy mace) and 2 claws +10 (1d3+2) or +14 ranged (1d6+4, javelin)

SA Captivating song (DC 20)

SQ Darkvision 60 feet

Fort +8 **Ref** +10 **Will** +13

Str 18, **Dex** 15, **Con** 16, **Int** 12, **Wis** 21, **Cha** 25

Crucial Feats Combat Reflexes, Dodge, Power Attack

Other Feats Alertness, Brew Potion (blood gems), Improved Familiar, Light Armor Proficiency

Crucial Skills Concentration +22, Hide +6, Listen +16, Move Silently +5, Spot +16.

Other Skills Craft (alchemy) +7, Intimidate +12

Spells (CL 9, +15 melee touch, +13 ranged touch)

3rd--*cure serious wounds*, *lightning bolt* (DC 18)

2nd--*bull's strength*, *invisibility*, *see invisibility*

1st--*burning hands* (DC 16), *comprehend languages*, *detect good*, *protection from good*, *sleep* (DC 16)

0--*detect magic*, *ghost sound* (DC 15), *guidance*

Possessions +2 studded leather armor, +2 heavy mace, 4 masterwork javelins, cloak of charisma +2, gauntlet of rust, gemstones of barkskin +4 (2), heroism (2), good hope, mage armor, and remove disease, seven silver rings (50 gp each).

Tilattau's stirge familiar: hp 56

Tactics: As soon as she hears intruders coming (and her ears are very sharp), Tilattau casts *bull's strength* (+2 to attack and damage rolls), *protection from good* (+2 AC and saves versus good), *see invisibility* and *invisibility*. She'll also use her gemstones of heroism (+2 to attacks, saves, and checks)

and *barkskin* (+4 AC for a total of AC 22, 24 vs. good). When foes arrive, she attempts to sneak up to the character with the most metal and use her *gauntlet of rust*. Then she and her familiar will engage in melee (she typically will devote 5 points of her attack to damage using Power Attack). If she suffers more than half her hit points, she retreats to heal herself with *cure serious wounds* followed by her *song* and then a *lightning bolt* spell on those that resist.

The Bodies: There are currently six bodies hanging from the ceiling, their bodies covered in puncture wounds through which Tilattau has drained their blood onto the floor, where it turned into gems thanks to her strange skills. Five of the bodies are grimlocks, but one is that of a hapless human adventurer.

The Gemstones: Tilattau has learned how to turn the blood of her victims into red gemstones. A typical medium sized creature's blood produces 1d4 50 gp gems. More important to her, however, these special gems can be used to create potions-like spell storage devices, even of spells she cannot cast. Rather than drinking them, one need only touch the gemstone to activate the spell within it, which is still a standard action.

There are currently 36 gems (50 gp each) lying scattered about the cavern floor.

290A: This small cave has a nest 15 feet across made of scraps of dried flesh and humanoid bones. Ugly brown and yellow feathers fill the whole cave, as does a terrible stench. There is nothing of value here.

Upping the Ante (EL 13): Give Tilattau a *wand of greater invisibility* (6 charges) and a *wand of lightning bolt* (10d6) (12 charges). Rather than casting *invisibility*, she casts a prepared *bear's endurance* instead (+32 hp and +2 Fort saves) and uses the wand to cast *greater invisibility*. After using her *rusting grasp*, she launches *lightning bolts* from the wand invisibly.

Connections: This area connects to area 289. See the map of Level 9.



APPENDIX A: MONSTERS & NPCS

Elite Grimlock (Random Encounter)

Medium Monstrous Humanoid
(Neutral Evil)

Fighter 4 CR 5

Init +3 Speed 20 feet

HD 2d8+4d10+12 hp 60

AC 21, touch 13, flat-footed 18

Languages Common (of a sort), Giant

BAB/Grapple +6/+11

Attack +13 melee (1d12+10, greataxe OR 2d6+10 greatsword)

Full Attack +13/+8 melee (1d12+10, greataxe OR 2d6+10 greatsword)

SQ blindsight 40 ft. and scent, immunity to gaze attacks, visual effects, illusions and other attack forms relying on sight, and scent

Fort +11 Ref +7 Will +1

Str 22, Dex 16, Con 18, Int 12, Wis 10, Cha 7

Crucial Feats Cleave, Combat Reflexes, Dodge, Great Cleave, Mobility, Power Attack

Other Feats Track

Crucial Skills Climb +9, Hide +5, Jump +4, Listen +4, Move Silently +3, Spot +5.

Other Skills N/A

Possessions +1 *hide*, +1 *greataxe* OR +1 *greatsword*, *potion of cure moderate wounds*, and *bull's strength*, 110 gp, 16 sp.

Elite Grimlock (Room 265)

Medium Monstrous Humanoid (Neutral Evil)

Fighter 4 CR 5

Init +3 Speed 20 feet

HD 2d8+4d10+12 hp 60

AC 21, touch 13, flat-footed 18

Languages Common (of a sort), Giant

BAB/Grapple +6/+11

Attack +13 melee (1d12+10, greataxe OR 2d6+10 greatsword)

Full Attack +13/+8 melee (1d12+10, greataxe OR 2d6+10 greatsword)

SQ blindsight 40 ft. and scent, immunity to gaze attacks, visual effects, illusions and other attack forms relying on sight, and scent

Fort +11 Ref +7 Will +1

Str 22, Dex 16, Con 18, Int 12, Wis 10, Cha 7

Crucial Feats Cleave, Combat Reflexes, Dodge, Great Cleave, Mobility, Power Attack

Other Feats Track

Crucial Skills Climb +9, Hide +5, Jump +4, Listen +4, Move Silently +3, Spot +5.

Other Skills N/A

Possessions +1 *hide*, +1 *greataxe* OR +1 *greatsword*, *potion of cure moderate wounds*, and *bull's strength*, 110 gp, 16 sp.

Elite Grimlock (Room 280)

Medium Monstrous Humanoid (Neutral Evil)

Fighter 4 CR 5

Init +3 Speed 20 feet

HD 2d8+4d10+24 hp 60

AC 21, touch 13, flat-footed 18

Languages Common (of a sort), Giant

BAB/Grapple +6/+12

Attack +13 melee (1d12+10, greataxe OR 2d6+10 greatsword)

Full Attack +13/+8 melee (1d12+10, greataxe OR 2d6+10 greatsword)

SQ blindsight 40 feet and scent, immunity to gaze attacks, visual effects, illusions and other attack forms relying on sight, and scent

Fort +11 Ref +7 Will +1

Str 22, Dex 16, Con 18, Int 12, Wis 10, Cha 7

Crucial Feats Cleave, Combat Reflexes, Dodge, Great Cleave, Mobility, Power Attack

Other Feats Track

Crucial Skills Climb +9, Hide +5, Jump +4, Listen +4, Move Silently +3, Spot +5.

Other Skills N/A

Possessions +1 *hide*, +1 *greataxe* OR +1 *greatsword*, *potions of cure moderate wounds* and *bull's strength*, 110 gp, 16 sp.

Grimlock Fighter (Random Encounter)

Medium Monstrous Humanoid
(Neutral Evil)

Fighter 1 CR 2

Init +2 Speed 20 feet

HD 2d8+1d10+12 hp 37

AC 21, touch 12, flat-footed 19

Languages Common (of a sort), Giant

BAB/Grapple +3/+9

Attack +10 melee (1d8+6, morningstar)

SQ blindsight 40 ft. and scent, immunity to gaze attacks, visual effects, illusions and other attack forms relying on sight, and scent

Fort +9 Ref +5 Will +2

Str 22, Dex 15, Con 18, Int 12, Wis 10, Cha 9

Crucial Feats Combat Reflexes, Iron Will, Power Attack

Other Feats Iron Will, Track

Crucial Skills Climb +7, Hide +4, Jump +5, Listen +5, Spot +1.

Other Skills N/A

Possessions masterwork hide, masterwork heavy steel shield, masterwork morningstar, *potion of cure moderate wounds* OR *bull's strength*, grappling hook, 50 feet of rope, 13 gp, 12 sp, 14 cp.

Grimlock Fighter (Room 278)

Medium Monstrous Humanoid (Neutral Evil)

Fighter 1 CR 2

Init +2 Speed 30 feet

HD 2d8+1d10+12 hp 37

AC 16, touch 12, flat-footed 14

Languages Common (of a sort), Giant

BAB/Grapple +3/+9

Attack +10 melee (1d8+6, morningstar)

SQ blindsight 40 feet and scent, immunity to gaze attacks, visual effects, illusions and other attack forms relying on sight, and scent

Fort +9 Ref +5 Will +2

Str 22, Dex 15, Con 18, Int 12, Wis 10, Cha 9

Crucial Feats Combat Reflexes, Iron Will, Power Attack

Other Feats Iron Will, Track

Crucial Skills Climb +8, Hide +5, Jump +6, Listen +5, Move Silently +4, Spot +1.

Other Skills N/A

Possessions masterwork morningstar, *potion of cure moderate wounds*, *cat's grace*, and *barkskin* +3, grappling hook, 50 feet of rope, 13 gp, 12 sp, 14 cp.

Grimlock Fighter (Room 280)

Medium Monstrous Humanoid (Neutral Evil)

Fighter 1 CR 2

Init +2 Speed 20 feet

HD 2d8+1d10+12 hp 37

AC 21, touch 12, flat-footed 19

Languages Common (of a sort), Giant

BAB/Grapple +3/+9

Attack +10 melee (1d8+6, morningstar)

SQ blindsight 40 feet and scent, immunity to gaze attacks, visual effects, illusions and other attack forms relying on sight, and scent

Fort +9 Ref +5 Will +2

Str 22, Dex 15, Con 18, Int 12, Wis 10, Cha 9

Crucial Feats Combat Reflexes, Iron Will, Power Attack

Other Feats Iron Will, Track

Crucial Skills Climb +7, Hide +4, Jump +5, Listen +5, Spot +1.

Other Skills N/A

Possessions masterwork hide, masterwork heavy steel shield, masterwork morningstar, *potion of cure moderate wounds* OR *bull's strength*, grappling hook, 50 feet of rope, 13 gp, 12 sp, 14 cp.

Tilattau the Witch (CR12) (Room 290)

Female Harpy Adept 9 (Neutral Evil)

Medium Monstrous Humanoid

Init +2 (+2 Dex) **Spd** 20 ft, Fly 80 ft (Avg)**AC** 18, touch 12, flat-footed 16**HD** 7d8+9d6+48 **hp** 112**Languages** Common, Giant, Orc**BAB/Grapple** +11/+13**Attack** +17 melee (1d8+6, heavy mace) or +14 ranged (1d6+2, javelin)**Full Attack** +17/+12/+7 melee (1d8+6, heavy mace) and 2 claws +10 (1d3+2) or +14 ranged (1d6+4, javelin)**SA** *Captivating song* (DC 20)**SQ** Darkvision 60 feet**Fort** +8 **Ref** +10 **Will** +13**Str** 18, **Dex** 15, **Con** 16, **Int** 12, **Wis** 21, **Cha** 25**Crucial Feats** Combat Reflexes, Dodge, Power Attack**Other Feats** Alertness, Brew Potion (blood gems), Improved Familiar, Light Armor Proficiency**Crucial Skills** Concentration +22, Hide +6, Listen +16, Move Silently +5, Spot +16.**Other Skills** Craft (alchemy) +7, Intimidate +12**Spells** (CL 9, +15 melee touch, +13 ranged touch)3rd--*cure serious wounds, lightning bolt* (DC 18)2nd--*bull's strength, invisibility, see invisibility*1st--*burning hands* (DC 16), *comprehend languages, detect good, protection from good, sleep* (DC 16)0--*detect magic, ghost sound* (DC 15), *guidance***Possessions** +2 *studded leather armor*, +2 *heavy mace*, 4 *masterwork javelins*, *cloak of charisma* +2, *gauntlet of rust*, *gemstones of barkskin* +4 (2), *heroism* (2), *good hope*, *mage armor*, and *remove disease*, seven silver rings (50 gp each).**Uushmal (Room 281)**

Male Grimlock

Medium Monstrous Humanoid (Neutral Evil)

Fighter 5 **CR** 6**Init** +3 **Speed** 20 feet**HD** 2d8+5d10+35 **hp** 87**AC** 22, touch 13, flat-footed 19**Languages** Common (of a sort), Giant**BAB/Grapple** +7/+14**Attack** +16 melee (1d12+11, greataxe)**Full Attack** +16/+11 melee (1d12+11, greataxe)**SQ** blindsight 40 feet and scent, immunity to gaze attacks, visual effects, illusions and other attack forms relying on sight, and scent**Fort** +12 **Ref** +7 **Will** +2**Str** 25, **Dex** 17, **Con** 20, **Int** 13, **Wis** 12, **Cha** 10**Crucial Feats** Cleave, Combat Reflexes, Dodge, Mobility, Power Attack**Other Feats** Track, Weapon Focus (greataxe)**Crucial Skills** Climb +11, Hide +5, Jump +5, Listen +5, Move Silently +4, Spot +6.**Other Skills** N/A**Possessions** +2 *hide*, +1 *keen greataxe*, *potions of cure moderate wounds* and *bull's strength*, 10 gold rings (50 gp each).**Sootha (Room 282)**

Female Grimlock

Medium Monstrous Humanoid (Neutral Evil)

Fighter 6 **CR** 7**Init** +3 **Speed** 30 feet**HD** 2d8+6d10+45 **hp** 95**AC** 22, touch 13, flat-footed 19**Languages** Common (of a sort), Giant**BAB/Grapple** +7/+14**Attack** +16 melee (1d12+13, greatsword)**Full Attack** +16/+11 melee (1d12+13, greatsword)**SQ** blindsight 40 feet and scent, immunity to gaze attacks, visual effects, illusions and other attack forms relying on sight, and scent**Fort** +13 **Ref** +8 **Will** +4**Str** 22, **Dex** 17, **Con** 20, **Int** 12, **Wis** 14, **Cha** 11**Crucial Feats** Cleave, Combat Reflexes, Dodge, Mobility, Power Attack, Spring Attack**Other Feats** Track, Weapon Focus (greataxe), Weapon Specialization (greataxe)**Crucial Skills** Climb +11, Hide +6, Jump +6, Listen +5, Move Silently +4, Spot +6.**Other Skills** N/A**Possessions** +2 *studded leather*, +1 *greatsword*, *amulet of health* +2, *potions of cure moderate wounds* and *fly*.

APPENDIX B: SPELLS & MAGIC

WEAPON PROPERTY

Resistance Draining

With each strike, this weapon reduces the Spell Resistance of the foe struck by 2 for 24 hours. There is no saving throw (or spell resistance) against this effect.

Faint necromancy; CL 4th; Craft Magic Arms and Armor, *dispel magic*; Price +1 bonus.

ITEMS

Ring of Conjured Allies

The wearer of this ring has a protection from evil spell effect on them at all times. Once per day, the wearer can remove the ring and state the command word as a full round action, after which the ring expands to a diameter of 10 feet, forming a magical gateway. A creature chosen by the wearer from the *summon monster VII* list steps through this portal and serves the wearer to the best of its ability for up to 10 rounds, although it will not do something that will obviously end in its immediate death (fighting a foe of the summoner does not count unless the foe is more than 5 times the HD of the conjured creature, but leaping into a pool of acid probably does). It's worth noting that the creature is conjured, not summoned. At the end of its time, the creature passes back through the ring-gate. The ring turns to normal when the conjured creature leaves

or dies, but until then it remains large and immobile (and obviously conveys no benefit to the wearer).

Moderate conjuration; CL 12; Forge Ring, *protection from evil*, *summon monster VI*; Price 30,000 gp

Ring of Dark Viewing

This ring is made of a single piece of onyx. It must be worn for 1 hour before its power activates. However, the power is only usable if the ring is removed and the wearer looks through it. If he does, he sees through the ring as if he had darkvision with a range of 60 feet. This ring even allows the character to see through magical darkness as if it did not exist. Looking through the ring leaves him with only one free hand, however, and physical actions taken while looking through the ring suffer a -2 penalty (attack rolls, skill checks, and Reflex saves). This only works for a character who has worn the ring for at least an hour previous, but the ability lasts until the PC puts the ring down or puts it back on.

Faint transmutation; CL 3; Forge Ring, *darkvision*; Price 8,000 gp

Spur of Mastery

This single, silver riding spur can be affixed to any boot or shoe, including magical boots or shoes. It grants the wearer a +5 competence bonus to Ride checks, and negates the penalties associated with riding a creature that is "ill suited to serve as a mount." Lastly a rider using the "spur

mount" action (described in the Ride skill description) increases the speed of the mount by 20 feet rather than 10 feet.

Moderate transmutation; CL 7th; Craft Wondrous Item, *dominate animal*, creator must have 5 ranks in the Ride skill; Price 5,000 gp.

To Those Who Come Here After Me:

In the caves to the north of here, you will find a tribe of blind beast-men. Proof that the gods did not intend for us to be down here, these pitiable brutes are the feral descendants of those criminals and madmen tossed down the pit in the woods in less gentle times, if such a thing can be imagined.

I write this not so that you will show them mercy or feel sympathy for them. They certainly will show you neither quality. But instead, as a warning, which is simply this: tread too long in these sunless corridors and will you be so different from them?

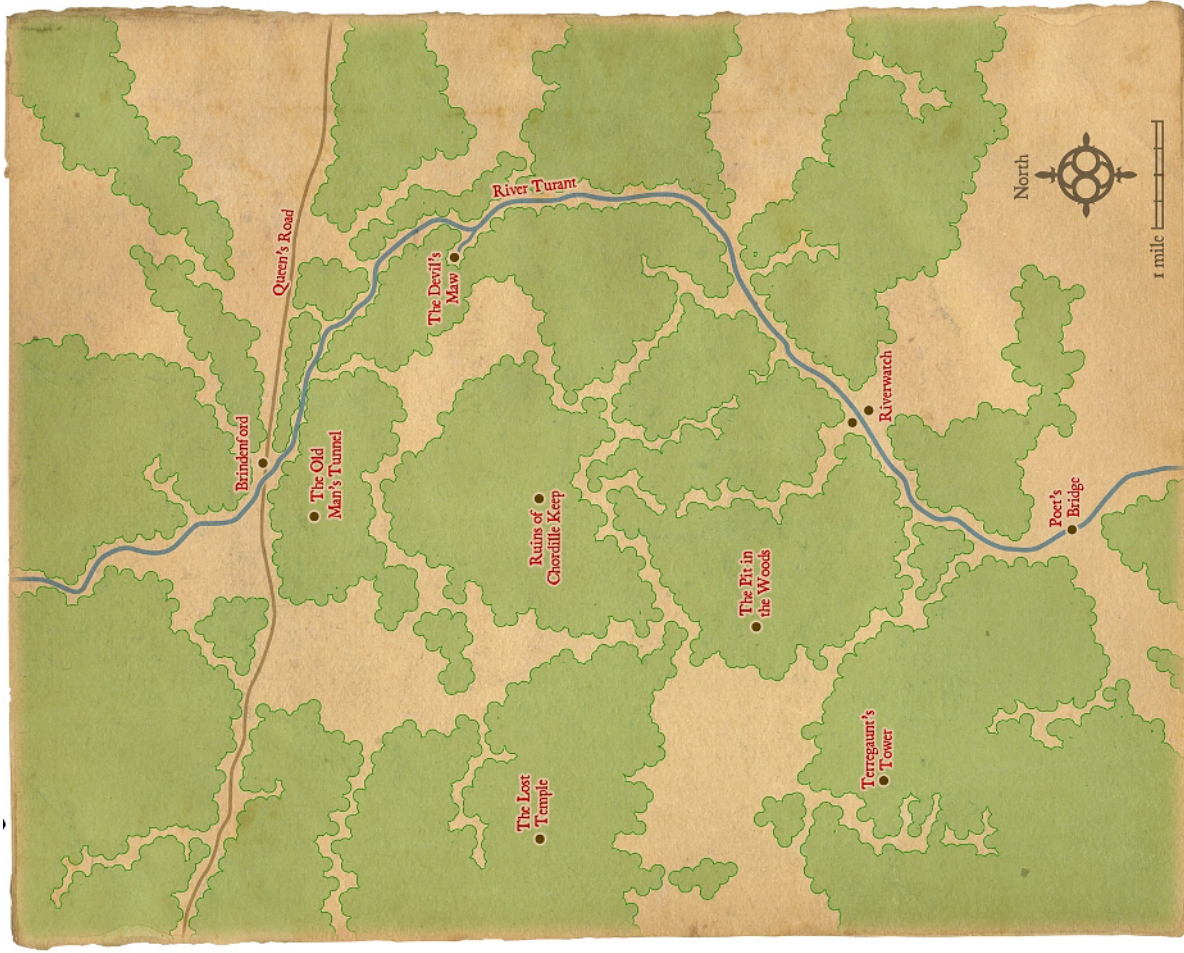
Although masters of subterranean survival as evidenced by their crafty piecemeal armor and found gear and their adaptations to the lightless environment, they cannot read this or even understand that it might have significance. Perhaps leave this missive for the next fool to find himself in deep over his head, so to speak.

For me, I shall leave this accursed place forevermore. I have delved down 14 levels of this horrible place and still did not find the Dragon Prince's accursed lair--although, perhaps, it is worth mentioning that there are dragons on the level just below this one.

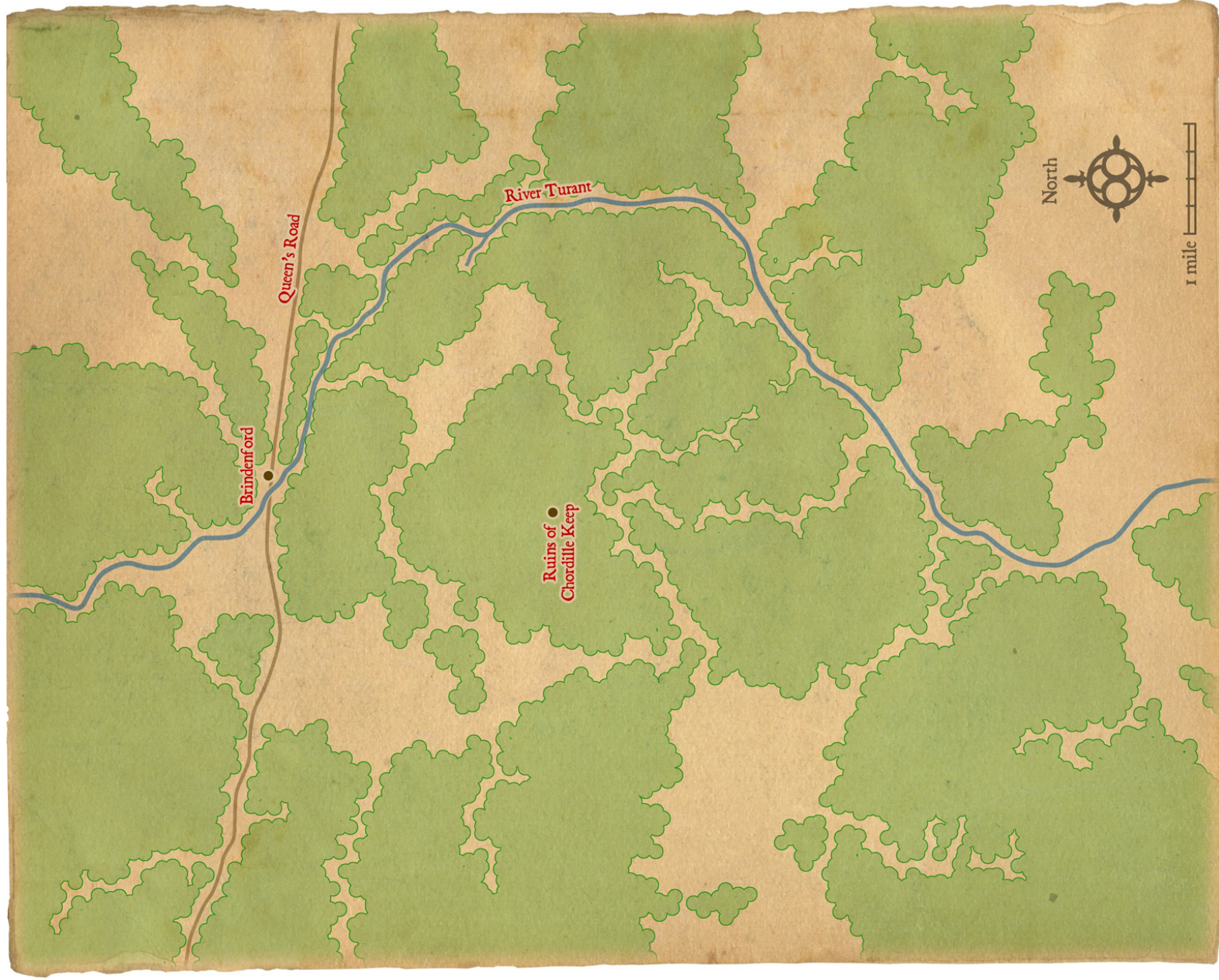
Goodbye Dragon's Delve.

Signar Fuen

Surrounding Environs Map



Surround Environs Player Map



The Book of Master Mui Yan

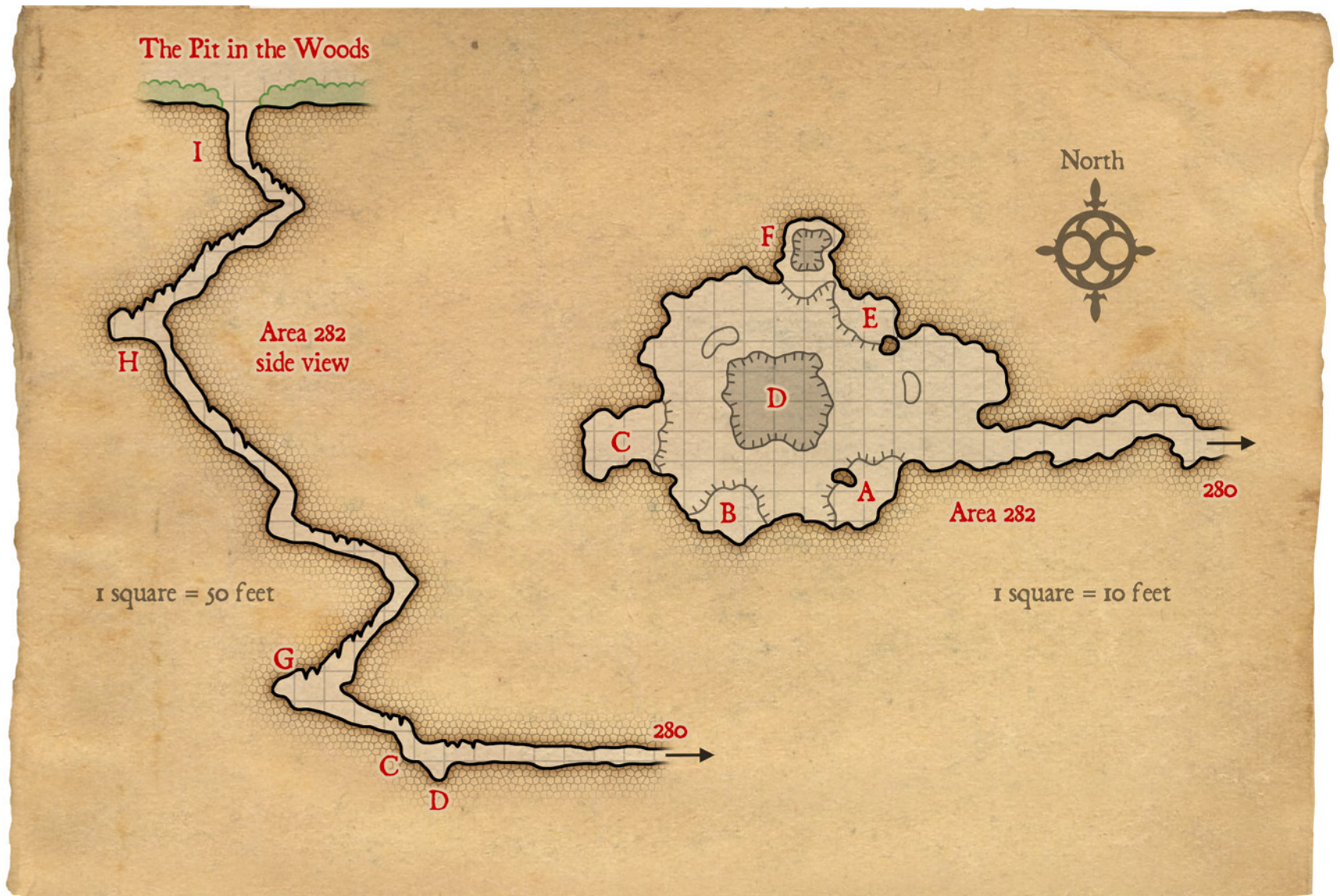
The binding of this simple book has decayed enough that it falls apart in your hands. The pages are stiff and yellowed, with some of the text too faded to read. Nevertheless, you can still read most of it. It describes the history and teachings of a powerful warrior named Mui Yan. Hailing from an unnamed, greatly distant land, Mui Yan arrived in the lands you know after being exiled for some crime.

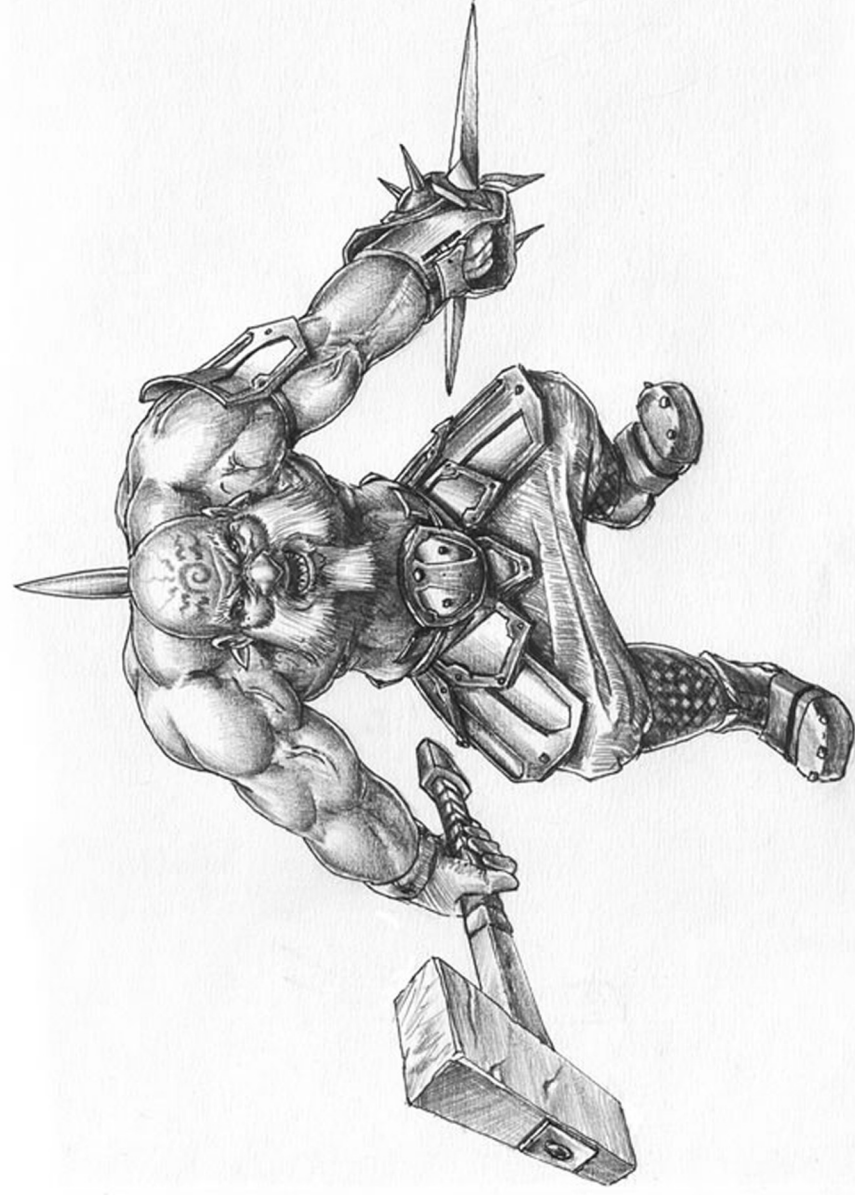
At first, Mui Yan simple wandered as a mercenary, besting every fighter and warrior that he stood against. He was a master of every weapon, and every form of weaponless combat as well. In some cases, he took on entire legions of warriors himself, leaving none standing on the field. Eventually, however, he gave up this life and decided to train others in his unique skills and methods.

He sought to build his dojo in a place that was difficult to reach. He did not want to be bothered by amateurs and louts. He wanted only those already great in power, skill, wisdom, and intellect to come to him. After crossing the land over, he finally decided to plumb the depths of the legendary dungeon of Dragon's Delve. Deep within its reaches, amid the infamous monsters and traps of the deadly subterranean labyrinth, he built his training facility. According to the book, Master Mui Yan (as he is now known) achieved immortality through his studies in martial arts and skills, and so there is every reason to suspect that he is there still, awaiting new students worthy of his instruction.

The book also describes a waypoint built by his followers to provide succor to those who attempt to make their way through the dungeon to reach the dojo. From the description, it would appear that you have discovered this waypoint.

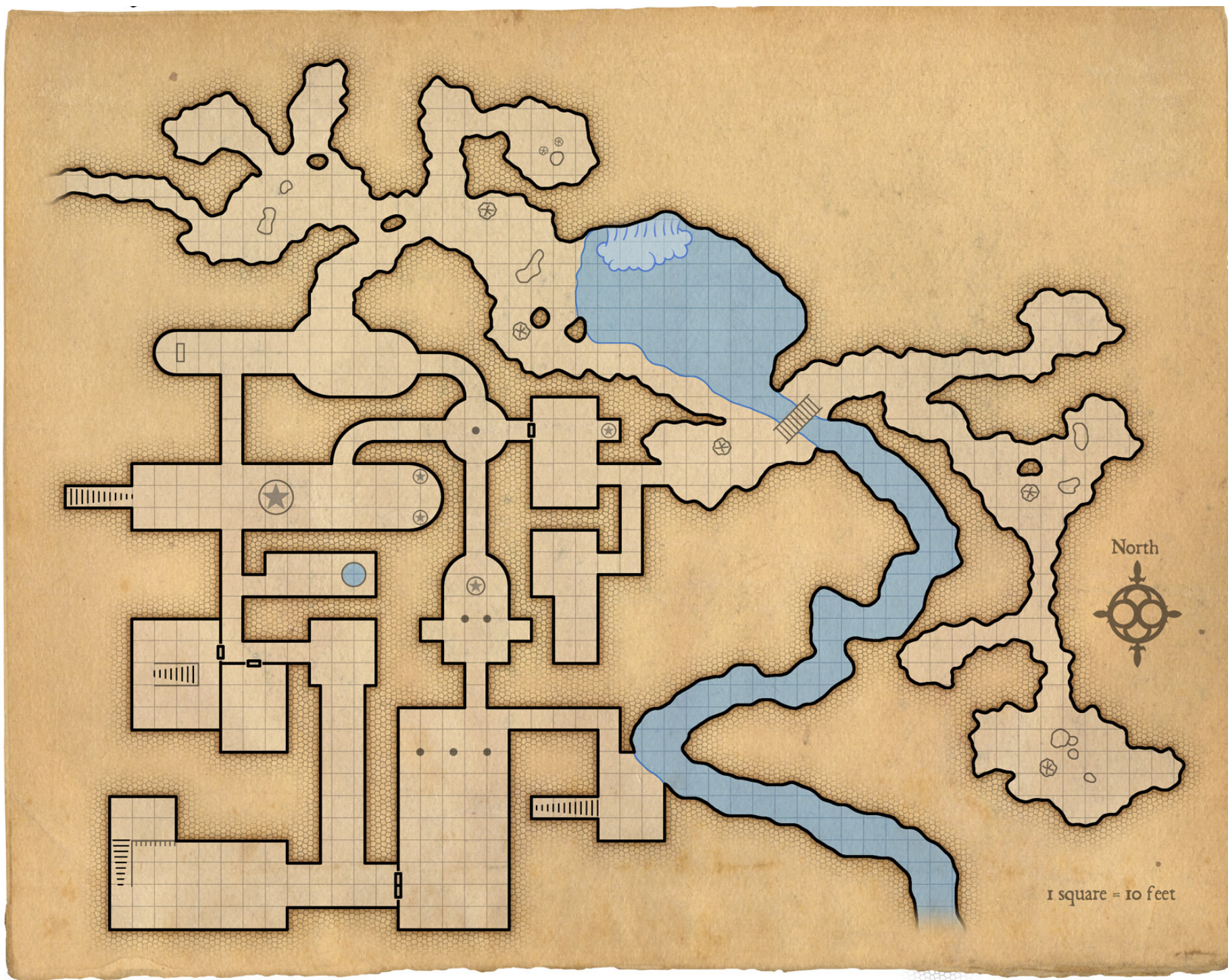
The teachings of Mui Yan are difficult to understand by reading the book. It becomes quickly obvious that the book was meant to supplement the teaching gained in the actual dojo. However, by reading through the book, it is obvious that if the dojo is still there, and if Mui Yan is still alive, great new martial skills and powers could be obtained there.





John Peter J. Lee 03 25

Level 9 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-donnah" See the Gathering Hall for more information.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

BRING A GENIUS TO THE TABLE!

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