

DUNGEON A DAY

DRAGON'S DELVE LEVEL 17: THE HALLS OF HUNGER

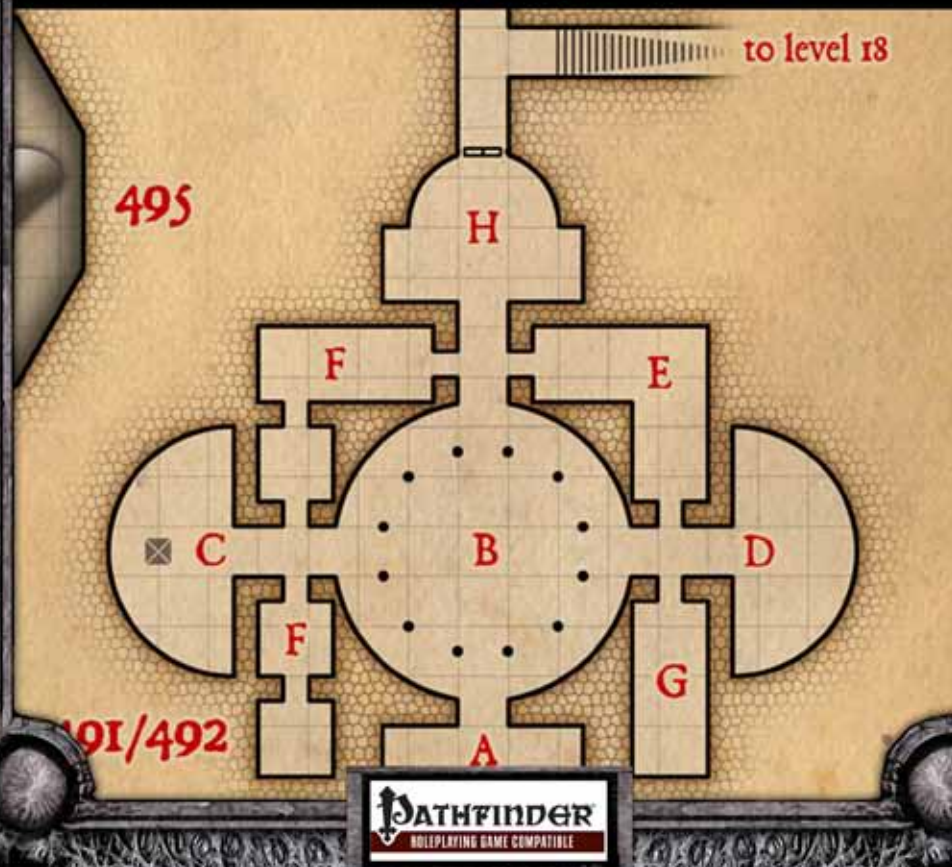
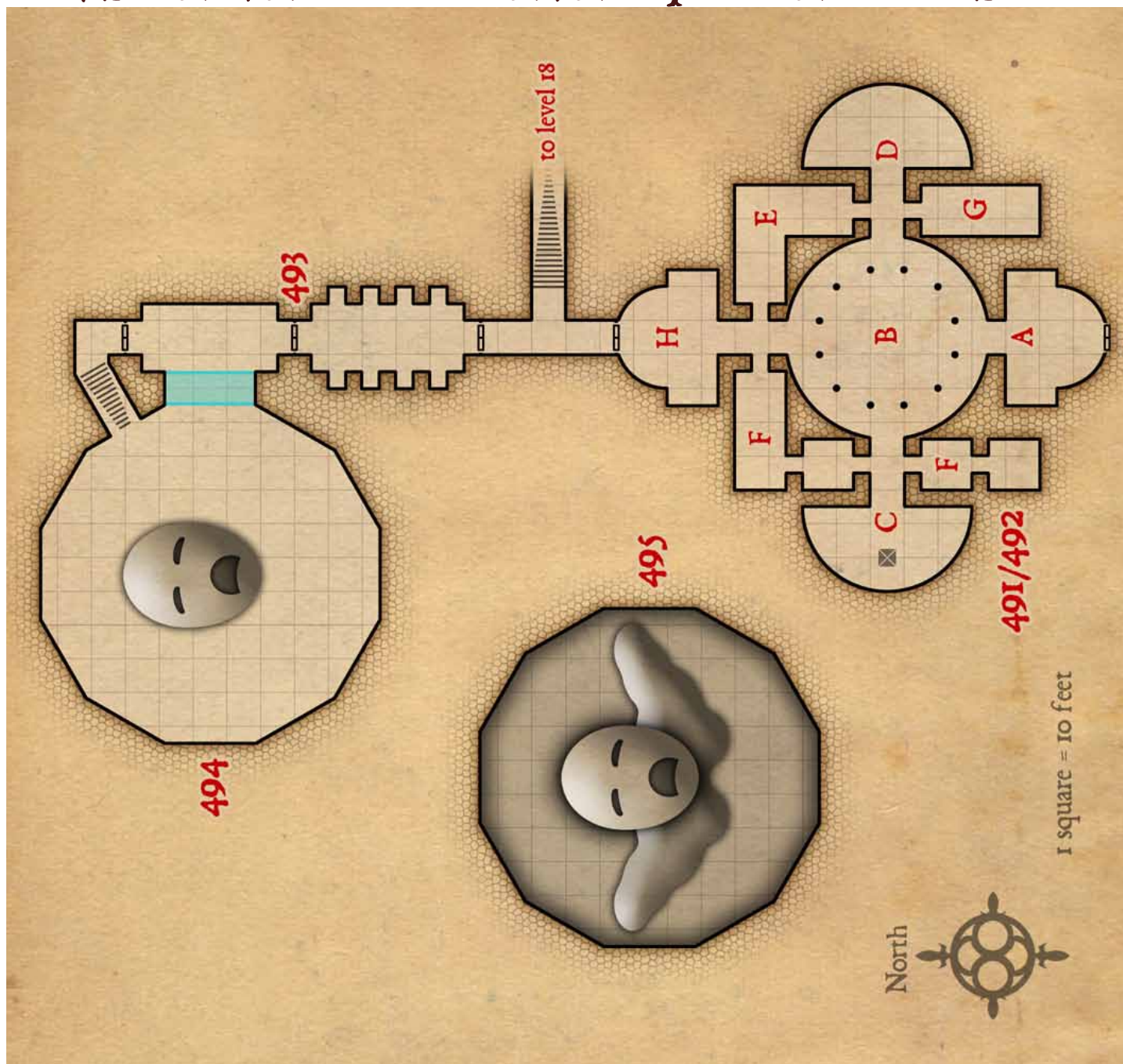


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DRAGON'S DELVE

LEVEL 17: THE HALLS OF HUNGER



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Through millennia of effort and a thousand feet of living rock, the myriad builders of Dragon's Delve finally reached the resting place of Iamon. Here, at last, those who have braved the Delve's dangers can look upon the desiccated remains of a dead god. This is, of course, what drove the Delve's construction, but it did not complete it. For, in the centuries since Iamon's unearthing, Metterak has also imprisoned the moon goddess Glarias here, and built a formidable defense of his realm beneath this level.

Background: When the Mages Four excavated Iamon's divine corpse as part of their creation of the Entropy Engine, they found that it extended several hundred feet vertically through the rock. The Entropy Engine itself was built not far below the level of the god's heart, but the Mages also wanted access to Iamon's head. So they built a small complex of chambers around the top of the shaft containing Iamon's body. This original Level 17 was not large at all.

Since that era, events have changed--enlarged, really--this area. Metterak felt that the access to the dead god made reaching his own lair too easy, and so he employed a creature known as The Architect to make an addition to the Delve. He wanted a gateway through which those demonstrably worthy of his presence could reach him (relatively) easily, while those unworthy would be faced

with tests. The key to passage through the gateway would be the twelve secret sigils. The specifics of this gateway were left to the twisted imaginings of The Architect, who devised for Metterak the Halls of Hunger.

In more recent years, Metterak imprisoned the moon goddess Glarias adjacent to the Entropy Engine. Like that of Iamon, Glarias's material flesh requires a massive chamber, and he placed it parallel to Iamon's. Thus, Level 17 also contains a set of rooms at the top of the shaft that contains her body, again providing access to her head. Unlike Iamon, though, Glarias still lives.

This history of development has led Level 17 to be made up of three relatively distinct regions: The Chamber of Sorrows, the Halls of Hunger, and the Chamber of Anguish.

The Chamber of Sorrows: This is the set of rooms originally built by the Mages Four around the head of Iamon. It gives access to the very corpse of that dead god. In addition to direct access to Iamon's head and face, its rooms can be made to open into the shaft that contains his body--which in turn accesses Levels 18 and 19. The chaotic elemental forces unleashed by the Entropy Engine, however, make the use of this shaft as a travelway exceedingly perilous.

Although Iamon was already dead before the Entropy Engine (and indeed the entirety of Dragon's Delve) was built, the effect of draining the divinity from his body has left this environ with an intense aura of sorrow, affecting those who visit it and giving this area its name.

The Halls of Hunger: Tasked with creating a gatehouse to protect Metterak's realm, The Architect built a series of chambers on an extradimensional floorplan. These chambers allow those with the "password" to move directly through the Halls of Hunger and into the deeper areas of Level 17 (or on to Level 18). The "password" is a complete set of the twelve secret sigils, which were created by Metterak for this very purpose.

Those who do not have all twelve secret sigils inscribed in some fashion on themselves or their carried equipment cannot pass beyond the Halls of Hunger--but they can obtain the sigils if they overcome The Architect's challenges and guardians. The challenges themselves are fairly difficult, but The Architect has added a second layer of peril. Those lingering within the Halls are sapped of their vitality. The longer interlopers spend within the Halls, the greater their losses. Although this loss has many effects, it is felt most directly as an insatiable hunger.

The centerpiece of the Halls is the Feasting Hall. Here a perpetual feast is on offer, and partaking of this feast offsets, at least in part, the effects of the vitality sapping. Unfortunately, eating of the feast endangers the interloper with the wasting curse that ultimately kills, turning the interloper into an undead ghul. Those attempting the challenges of The Architect's halls must decide how much of the Halls' wasting effect they can live with--or how willing they are to risk death in the throes of the curse.

The Chamber of Anguish: This set of rooms was created by Metterak when he imprisoned Glarias. It is similar to the Chamber of Sorrows in design and function, and like that other area accesses a shaft containing a god's body--this time Glarias's--that reaches Levels 18 and 19. The chaotic elemental forces unleashed by the Entropy Engine, however, make the use of this shaft as a travelway exceedingly perilous.

The draining effect of the Entropy Engine upon Glarias, who still lives, imbues her environs with an intense aura of pain and suffering, affecting those who visit it and giving this area its name. Those who can withstand this aura and its effects, however, can commune directly with the moon goddess.

There are 20 encounters on Level 17.

There are no random encounters on Level 17.

476. THE ANTECHAMBER (EL 20)

Summary: The stairs from Level 15 lead to an antechamber and viewing room overlooking Iamon's mournful face. A devious pair of ghuls awaits any living flesh that enters this level.

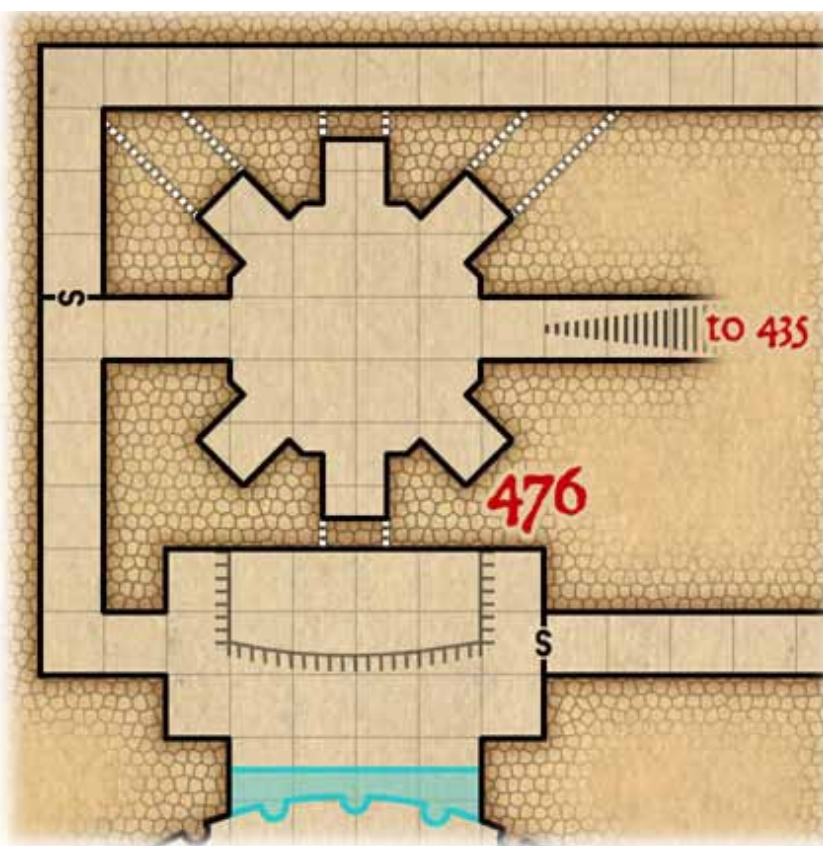
Sights and Sounds: Although the passageways in this area are not especially wide, they feature 20-foot ceilings intended to give the visitor a sense of scale. All areas are completely dark. If the PCs have adequate light they see the following.

A sizeable octagonal chamber sits at the bottom of the stairs. Opposite the stairs is a passageway; the other six walls contain deep alcoves. In each of the alcoves stands a wizard or sorcerer of some distinction—not six different spellcasters, but six nearly identical ones.

The six apparent wizards are in fact the ghul Calabar and five illusory versions he has made of himself (permanent image spells). The six Calabars are not mirror images of one another—they each stand in slightly different poses, for example—but they are identically dressed and equipped and clearly the same person. While they appear to be alive, none of them reacts to the appearance of the PCs (see “Corinth and Calabar,” below).

Background: This chamber was once a preparation and storage space related to the Mages Four's studies of Iamon; beyond it lies a viewing room from which one can look down upon Iamon's face and, if the doorway to the body chamber is open, the entirety of Iamon's form.

Nothing remains of the mages' activities, but the area has become home to a pair of ghuls. They have optimized the area as a point of ambush. Having once been high-level adventurers themselves (a rogue and a wizard, both 16th level), they're well aware



of the caliber of interloper that's likely to end up here, and they're prepared.

Secret Ways: The ghuls take advantage of two sets of secret openings to gain tactical advantage over their foes. Their principal mode of entering and leaving the antechamber are a set of four phase doors at the backs of four of the alcoves. Each of these phase doors was created by Calabar but can also be used by Corinth. They can use each door a total of seven times. The phase doors connect to adjacent passageways and the viewing room, as shown on the map.

In addition to the phase doors, the ghuls can also pass through the illusory walls (marked as secret doors on the map) into the secret passageways beyond them. These bog-standard illusory walls (Will save DC 21) were installed by the Mages Four to conceal access to Iamon from guests. Unlike the phase doors, anyone who detects the illusory walls can pass through them, so the ghuls prefer not to use them when they might be seen by the PCs.

The Viewing Chamber: This room has a broad window looking down upon Iamon's face. A stone platform allows those at the back of the room to see better (not unlike the elevated rear seating of a theatre). If the heroes shine sufficient light through the window, they can see Iamon in area 478.

A giant, mournful face, aligned as if looking right up at you, is set in the floor at the center of a large, round room. Like a drowning man stretching to lift his lips and nose from the still surface of deep water, the face emerges seamlessly from the smooth floor of the chamber.

The Window: The window looking from the viewing chamber into area 478 is sealed by two permanent walls of force, one flush with the wall of this room, and the other flush with the wall of area 478.

Corinth and Calabar: Two ghuls inhabit this area, awaiting any interlopers who might make their way into the level. Although they retain the intelligence they possessed in life, they also have the patience of the undead and, unaffected by boredom, have spent

years preparing their ambush and watching carefully for any approaching interlopers.

The chaotic nature of the staircase from area 435 is such that the ghuls can often see or hear characters descending the stairs before those characters can see the ghuls. (Characters on the stairs often having just been teleported back from the Secret City, they tend to make more noise than they might when descending an ordinary set of stairs.) This may well give the ghuls some time to prepare for the PCs' arrival. If they have the time, Calabar casts the following spells in preparation, starting at the top of the list and continuing down as far as time permits.

1. Greater invisibility on Corinth
2. True seeing on himself
3. Telepathic bond on the two of them
4. True seeing on Corinth
5. Spell turning on himself

Calabar is visible to anyone entering the room, hiding in plain sight as one of six "Calabars" in the room's six alcoves. He occupies the northeast alcove.

Corinth lurks behind the illusory Calabar in the southernmost alcove. He is invisible (under the effect of a greater invisibility), and, in addition, takes advantage of concealment provided by "Calabar" to hide (Spot DC 48, assuming the spotter can see invisible creatures).

Their tactics are straightforward: Both characters have readied actions. Calabar is readied to trap the first PC to take more than a few steps into the room (presumably

the party's rogue) within a forcecage. His strategy is then to do the following, in roughly this order or as opportunities permit:

1. Cast dominate person on the party's fighter, commanding the subject to stand in place and look confused.
2. Use summon monster VIII to summon a vrock; he summons this creature adjacent to the party's cleric or other secondary fighter.
3. Cast horrid wilting, targeting the party's arcane spellcaster or another vulnerable combatant.

If possible, Corinth makes a sneak attack on the party's arcane spellcaster or, if not, any other character that is not trapped or dominated. He then takes best advantage of his mobility and the area's phase doors to strike at other vulnerable targets.

Both characters stay close to the phase doors and use them to disengage and reposition themselves with the intent of keeping the party off guard. They cannot see through the phase doors, but use the telepathic bond to keep each other informed, as much as possible, about the heroes' positions.

Corinth (Chaotic Evil)

Ghul Rogue 16 CR 18
Medium Undead

HD 16d6+16 hp 75

Init +11 Speed 30 ft.

AC 25, flat-footed 25, touch 18

BAB/Grapple +16/+16

Attack +3 frost rapier +22 (1d6+7 plus 1d6 cold plus 8d6 sneak attack)

Full Attack +3 frost rapier +22/+17/+12 (1d6+7 plus 1d6 cold plus 8d6 sneak attack)

Space/Reach 5 ft./5 ft.

SA Crippling strike, sneak attack +8d6, paralysis, exhalation of death

SQ Defensive Roll, Improved Evasion, Improved Uncanny Dodge, Trapfinding, Trap Sense Ability, Uncanny Dodge, Lifelike

Fort +6, **Ref** +17, **Will** +6

Str 18, **Dex** 24, **Con** 12, **Int** 10, **Wis** 13, **Cha** 8

Languages: Common

Skills: Balance +9; Bluff +9; Climb +14; Escape Artist +17; Hide +38; Jump +6; Listen +18; Move Silently +28; Open Lock +22; Search +15; Sleight of Hand +19; Spot +22; Tumble +26; Use Magic Device +9; Use Rope +7; Use Rope (bind someone) +9

Feats: Alertness, Combat Reflexes, Dodge, Improved Initiative, Mobility, Stealthy, Weapon Finesse

Possessions: Belt of Giant Strength +4; Boots of Speed; Gloves of Dexterity +4; Mithral Shirt +3; Rapier +3 (Frost); Ring of Protection +2; Ring of Chameleon Power

Calabar (Chaotic Evil)

Ghul Wizard 16 CR 18

Medium Undead

HD 16d4 **hp** 42

Init +1 **Speed** 30 ft.

AC 18, flat-footed 17, touch 15

BAB/Grapple +7/+7

Attack +7 touch (paralysis)

Full Attack +7/+2 touch (paralysis)

Space/Reach 5 ft./5 ft.

SA Spells, paralysis, exhalation of death

SQ Immunity to magic sleep effects, +2 racial saving throw bonus against enchantment spells or effects, Elven Blood, Summon Familiar, Lifelike

Fort +8, **Ref** +9, **Will** +17

Str 8, **Dex** 12, **Con** 10, **Int** 22, **Wis** 14, **Cha** 12

Languages: Common

Skills: Bluff +10; Concentration +19; Concentration (cast defensively) +23; Craft (Alchemy) +7; Decipher Script +16; Diplomacy +11; Knowledge (arcana) +21; Knowledge (dungeoneering) +16; Knowledge (history) +16; Knowledge (the planes) +16; Spellcraft +27

Feats: Brew Potion, Combat Casting, Extend Spell, Iron Will, Maximize Spell, Quicken Spell, Scribe Scroll, Silent Spell, Still Spell

Possessions: Amulet of Natural Armor +3; Cloak of Resistance +3; Gloves of Dexterity +2; Ring of Protection +4

Prepared Spells: 1st - *burning hands* (DC 17), *feather fall*, *magic missile* (x3), *obscuring mist*; 2nd - *blur*, *darkness* (x2), *detect thoughts* (x2) (DC 18), *web* (DC 18); 3rd - *arcane sight*, *dispel magic* (x2), *haste*, *vampiric touch*; 4th - *black tentacles*, *enervation*, *fear* (DC 20), *invisibility*, *greater* (x2); 5th - *cone of cold* (DC 21), *dismissal* (DC 21), *dominate person* (x2)

(DC 21), *telepathic bond*; 6th - *eyebite* (DC 22), *forceful hand*, *true seeing* (x2); 7th - *forcecage*, *spell turning*, *waves of exhaustion* (DC 23) 8th - *horrid wilting* (DC 24), *summon monster VIII*

Lifelike (Su): Though undead, ghul's bodies continue to go through the motions of life--breathing, eating, and even resting in a form that appears to be sleep. This makes it more difficult to determine that a ghul is truly undead (+5 to all Knowledge check DCs to determine information about a ghul). It also allows a ghul to maintain a Constitution score, unlike most undead, adding its Con bonus to hit dice, Fortitude saves, skill checks, and the DC of innate attacks. Their apparent vitality is a necromatic illusion, however, and ghuls are as immune to biological weaknesses as other undead are.

Paralysis (Ex): Any creature hit by a ghul's melee attack (even if the ghul is using a weapon) is exposed to a paralysis effect. This special attack renders the victim immobile. Paralyzed creatures cannot move, speak, or take any physical actions. The creature is rooted to the spot, frozen and helpless. Paralysis works on the body, and a target can resist it with a Fortitude saving throw (DC 10 + 1/2 ghul's total HD + ghul's Con modifier). On a failed save, the target is paralyzed for 1d4+1 rounds. Unlike hold person and similar effects, a paralysis effect does not allow a new save each round. A winged creature flying in the air at the time that it is paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown.

Exhalation of Death (Su): Unlike a typical ghoul, ghuls do not carry the stench of the grave with them everywhere they go. The horrendous odor does exist within their rotting bodies, however, and as a standard action can be brought forth with a powerful breath. This breath weapon attack fills a 60-foot-cone. Living creatures within the area must succeed at a Fortitude save (DC 10 + 1/2 ghul's total HD + ghul's Con modifier) or be nauseated for 1d6+4 rounds and sickened for 1d6+4 minutes. A creature that successfully saves cannot be affected again by any ghul's exhalation of death for 24 hours. A neutralize poison spell removes the effect from a sickened creature. Creatures with immunity to poison are unaffected by this ability. Creatures resistant to poison receive their normal bonus on this saving throw.

A creature killed while under the effects of an exhalation of death becomes a ghast if it had 5 or fewer hit dice or a ghul if it had 6 or more. It rises in undeath 1d6 hours after being slain. A remove curse, neutralize poison, or similar spell cast on its body during this incubation period may prevent the corpse from becoming undead. The caster of such a spell must make a caster level check (DC 10 + HD of ghul that affected the target with exhalation of death). If the check is successful, the corpse does not become an undead.

Connections: The staircase ascends to area 435. Passageways beyond the illusory walls also connect to area 477 and area 480. See the Map of Level 17.

Pathfinder Stats

Use the Pathfinder versions of Corinth and Calabar. No other modifications are necessary to run this encounter using Pathfinder.

CORINTH CR 18

Ghul rogue 16 (Chaotic Evil)
Medium Undead

Init +12; **Senses** Perception +24

DEFENSE

AC 26, touch 19, flat-footed 26

hp 92 (16d8+16)

Fort +6, **Ref** +18, **Will** +6, +5 Reflex to avoid traps

Defensive Abilities Improved Evasion, Improved Uncanny Dodge, Trap Sense +5, Uncanny Dodge

OFFENSE

Speed 30 ft.

Melee +2 frost rapier +23/+18/+13 (1d6+4/18-20 plus 1d6 cold plus 8d6 sneak attack)

Space 5 ft.; **Reach** 5 ft.

Atk Options Bleeding Attack, Crippling Strike, Sneak Attack 8d6

STATISTICS

Str 14, **Dex** 26, **Con** 12, **Int** 10, **Wis** 13, **Cha** 8

Base Atk +12; **CMB** +20; **CMD** 35

Special Qualities Bonus Feat, Defensive Roll, Fast Stealth, Skilled, Slippery Mind, Slow Reactions, Surprise Attack, Trapfinding

Feats Agile Maneuvers, Alertness, Armor Proficiency, Light, Combat Reflexes, Dodge,

Improved Initiative, Mobility, Simple Weapon Proficiency, Stealthy, Weapon Finesse, Weapon Focus (Rapier)

Skills Acrobatics +27, Bluff +12, Climb +21, Disable Device +35, Escape Artist +31, Perception +24, Perception (Trapfinding) +32, Sense Motive +20, Sleight of Hand +27, Stealth +31, Use Magic Device +12

Languages Common

Possessions *belt of incredible dexterity* +6; *boots of speed*; *mithral shirt* +3; *rapier* +2 (*frost*); *ring of chameleon power*; *ring of protection* +2

CALABAR CR 18

Ghul wizard 16 (Chaotic Evil)
Medium Undead

Init +11; **Senses** Low-light vision, Perception +4

DEFENSE

AC 18, touch 15, flat-footed 17

hp 59 (16d6)

Fort +8, **Ref** +9, **Will** +17, +2 vs. enchantment spells and effects

OFFENSE

Speed 30 ft.

Melee touch +8 (paralysis)

Space 5 ft.; **Reach** 5 ft.

Prepared Spells

Wizard (CL 16th):

8th - *horrid wilting* (DC 24), *summon monster VIII*

7th - *forcecage* (DC 23), *spell turning* (DC 23), *waves of exhaustion* (DC 23)

6th - *eyebite* (DC 22), *forceful hand*, *true seeing* (x2)

5th - *cone of cold* (DC 21), *dismissal* (DC 21), *dominate person* (x2) (DC 21), *telepathic bond*

4th - *black tentacles*, *enervation*, *fear* (DC 20), *invisibility* (greater) (x2)

3rd - *arcane sight*, *dispel magic* (x2), *haste*, *vampiric touch*

2nd - *blur*, *darkness* (x2), *detect thoughts* (x2) (DC 18), *web* (DC 18)

1st - *burning hands* (DC 17), *feather fall*, *magic missile* (x3), *obscuring mist*

STATISTICS

Str 8, **Dex** 12, **Con** 10, **Int** 22, **Wis** 14, **Cha** 12

Base Atk +8; **CMB** +7; **CMD** 22

Special Qualities Adaptability, Arcane Bond, Cantrips, Elf Blood, Elven Immunities, Keen Senses, Multitalented

Feats Brew Potion, Combat Casting, Empower Spell, Eschew Materials, Extend Spell, Improved Counterspell, Iron Will, Maximize Spell, Quicken Spell, Scribe Scroll, Silent Spell, Skill Focus (Spellcraft), Still Spell

Skills Bluff +13, Craft (Alchemy) +19, Diplomacy +11, Fly +14, Knowledge (Arcana) +25, Knowledge (Dungeoneering) +19, Knowledge (History) +19, Knowledge (Planes) +19, Linguistics (Abyssal, Undercommon) +11, Perception +4, Spellcraft +31

Languages Abyssal, Common, Elven, Undercommon

Possessions *amulet of natural armor* +3; *belt of incredible dexterity* +2; *cloak of resistance* +3; *ring of protection* +4

Lifelike (Su): Though undead, ghul's bodies continue to go through the motions of life--breathing, eating, and even resting in a form that appears to be sleep. This makes it more difficult to determine that a ghul is truly undead (+5 to all Knowledge check DCs to determine information about a ghul). It also allows a ghul to maintain a Constitution score, unlike most undead, adding its Con bonus to hit dice, Fortitude saves, skill checks, and the DC of innate attacks. Their apparent vitality is a necromatic illusion, however, and ghuls are as immune to biological weaknesses as other undead are.

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Exhalation of Death (Su): Unlike a typical ghoul, ghuls do not carry the stench of the grave with them everywhere they go. The horrendous odor does exist within their rotting bodies, however, and as a

standard action can be brought forth with a powerful breath. This breath weapon attack fills a 60-foot-cone. Living creatures within the area must succeed at a Fortitude save (DC 10 + 1/2 ghul's total HD + ghul's Con modifier) or be nauseated for 1d6+4 rounds and sickened for 1d6+4 minutes. A creature that successfully saves cannot be affected again by any ghul's exhalation of death for 24 hours. A neutralize poison spell removes the effect from a sickened creature. Creatures with immunity to poison are unaffected by this ability. Creatures resistant to poison receive their normal bonus on this saving throw.

A creature killed while under the effects of an exhalation of death becomes a ghost if it had 5 or fewer hit dice or a ghul if it had 6 or more. It rises in undeath 1d6 hours after being slain. A remove curse, neutralize poison, or similar spell cast on its body during this incubation period may prevent the corpse from becoming undead. The caster of such a spell must make a caster level check (DC 10 + HD of ghul that affected the target with exhalation of death). If the check is successful, the corpse does not become an undead.

477. THE CONTROL ROOM

Summary: From here the Mages Four oversaw their arcane experiments on Iamon's divine corpse. It's also the room in which Calabar came to die.

Sights and Sounds: The ceiling in this room is 20 feet high. The area is completely dark.

If the PCs have adequate light they see the following.

This large chamber is flanked by a long window looking out into a dark, cavernous space. It is bare except for a marble pedestal placed in front of the window--that and the rambling, incoherent scribbles that cover the back wall.

Background: The original purpose of this room was as a base for the study of Iamon's body, and it still retains one of its key functions: the control for opening to door to the god's body hangar. But it was more recently inhabited by Calabar.

Corinth and Calabar (area 476) weren't always ghuls, of course. Some time ago they were adventurers, not unlike the PCs are now. They faced the trials of the Halls of Hunger--and failed. Their adventuring companions were killed or succumbed, leaving the two of them both afflicted with the wasting curse. Corinth was the first to become a ghul, and Calabar fled to this chamber, where he sealed himself off behind a wall of force. For a few frantic hours he scoured his brain, looking for clues to the nature of the curse and any way to stave off the transition. In the end he failed, became a ghul, and joined his companion Corinth. But this chamber still bears the scribbled remains of his thinking.

The Window: The window looking into area 478 is sealed by two permanent walls of force, one flush with the wall of this room, and the other flush with the wall of room 478. If the heroes shine sufficient light through the window, they can see Iamon's face.

A giant, mournful face is set in the floor at the center of a large, round room. Like a drowning man stretching to lift his lips and nose from the still surface of deep water, the face emerges seamlessly from the smooth floor of the chamber.

The Control Panel: A marble pedestal sits in front of the window.

Centered in front of the window, ten feet back from it, is a pedestal of fine, white marble. It stands roughly four feet tall and is about three feet in diameter. The top of the pedestal is flat, except for a finely carved face that emerges seamlessly from its surface. The face matches the gigantic face on the floor of the room visible through the window.

This pedestal, if activated, opens the floor of area 478, revealing area 479 beneath it. Activation is simple (if the trick is known): The user simply sets his hands on the flat surface, on either side of the face, and draws them apart. (This is a move action.) In area 478, the floor seems to pull away from Iamon's face, dissolving into nothingness as it does so. Anything on the floor tumbles into the space below, although the inspection disk (described in area 479) quickly moves to catch it.

The floor can be closed using the opposite motion: by placing the hands on the edges of the pedestal surface and drawing them in toward the face (which, again, counts as a move action). The floor materializes in area 478, starting from the edges and closing in around Iamon's head. Any creature caught within the space of the materializing floor is bumped harmlessly into area 478. If the inspection disk is in area 478, it slowly descends into the floor.



The Scribbles: Calabar spent several hours alone in this chamber, feverishly thinking through the hours and days prior to the destruction of his party. He was suffering from the wasting curse, transitioning into a ghul, and his thinking was not always coherent. As he struggled for a solution to his crisis, he used the large wall of this chamber as a notepad, leaving behind some of his thoughts.

The large wall opposite the window is crowded--from end to end and to a height of six or seven feet--with a mish-mash of mad charcoal scribbles. Sentences and even words are often fragmented, written over one another, or blurred where they've been wiped away. In the center of the wall, a large area has been crudely wiped off. The words "TURN BACK NOW!" are scrawled in foot-high letters across this space.

PCs who examine the wall carefully can find more. Assuming bright light, the PCs may make Spot checks to pick the following information out of the dense web of fragmented, incoherent writing. What they find varies depending on the results of the check.

DC 12:

- * Should have asked Birshwar!
- * But we tried all of it-or did we miss [obscured]? Too late now!
- * The hunger is too much to bear.

DC 18:

As above plus:

- * Edolea needn't have [obscured] flame. One would seem enough.
- * It was not the curse of the chambers. Surely it was the feasting.
- * Mirrors!
- * 12 sigils. 12 sides. What of 12?

DC 25:

As above plus:

- * It is more than hunger. It is our very souls. And yet to sate it gives back to us that which we have lost.
- * Find the [obscured] every time.

DC 32:

As above plus:

- * Do not eat. For the love of all you hold dear, do not eat.

Connections: This area connects to areas 476, 478, 479, and 480. See the Map of Level 17.

Pathfinder Stats

Replace mentions of Spot checks with Perception checks of equal difficulty. No

further modifications are necessary to run this encounter using Pathfinder.

478. THE CHAMBER OF SORROWS

Summary: In this giant chamber, Iamon's face still bears the anguish of his death.

Sights and Sounds: This area is completely dark. If the PCs have adequate light they see the following.

The high ceiling of this enormous round chamber is supported by 31 fluted columns fixed to the walls. But the most astonishing feature is the giant, mournful face in the center of the floor. Like a drowning man stretching to lift his lips and nose from the still surface of deep water, the face emerges seamlessly from the smooth floor of the chamber.

Entering this room, one feels the full weight of the tragedy surrounding Iamon's death. It is as though a cloak of lead descends upon your shoulders.

Characters listening (Listen DC 5) can hear a faint, irregular rumble, like distant thunder. It seems to come from beneath the floor of the chamber.

Background: When the Mages Four excavated Iamon's corpse, they built around it a tall chamber running the full height of his body and giving them access to its entirety. This full chamber (area 479) was directly exposed to the power of Iamon's divinity, making it impractical for much of the mages' research. As a result, they crafted the chamber to close off this area with a magical floor, limiting contact with the god to just his face. This allowed them to reach

and study the god without excess exposure to the energy contained within the body.

Aura of Sorrow: This area is blanketed in a terrible aura, an echo of the divine suffering of Iamon's last moments. A creature entering the area immediately feels the weight of this aura as a burden upon his or her soul. On the second round after entering, the creature becomes fatigued (this effect does not stack with itself; if the creature is already fatigued from this effect, he or she does not become exhausted). On the fourth round, the creature is affected as if by a mind fog spell (a -10 penalty on Wisdom checks and Will saves). No saving throw applies to either effect. The fatigue lasts until the character gets 8 hours of rest; the mind fog effect lasts for 2d6 rounds after leaving the aura.

Iamon: Characters visiting this area have an opportunity few mortals ever gain: the



chance to touch the body of a god. Although Iamon is dead, and the Entropy Engine has sapped the corpse of virtually all its divine energy, there remains a residue of power within it--easily enough to affect the course of an ordinary mortal's life.

Any creature touching Iamon's face and spending a full round concentrating on it is subject to a result from the table below.

1d10	Result
1	Gain 2 permanent points of Wisdom
2-3	Gain 1 permanent point in a random ability score
4	Gain a permanent +1 bonus to Will saves
5	Suffer 1 point of permanent Wisdom drain
6-7	Suffer 1 point of permanent drain to a random ability score
8	Be affected as though by a confusion spell for 2d6 hours (the caster is Iamon's body)
9-10	No effect

A creature can attempt this multiple times. However, add +1 to the roll result on the second attempt, and an additional +1 for each additional attempt.

The Windows: The windows looking into this room from area 476 and area 477 are each sealed by two permanent walls of force, one flush with the wall of this room, and the other flush with the wall of overlooking room.

Connections: This area connects to area 477 and area 479. See the Map of Level 17.

Pathfinder Stats

Replace mentions of Listen checks with Perception checks of equal difficulty. No further modifications are needed to run this encounter using Pathfinder.

479. IAMON'S BODY HANGAR (UPPER END) (EL 16)

Summary: Iamon's body stands dead in this tall, coffin-like chamber.

Sights and Sounds: This chamber is identical to area 478 (in fact, it contains that physical space), except the lack of a floor exposes a deep shaft. The area is dimly lit by the shifting light of chaotic elemental forces surging up from Level 18.

An enormous shaft--well over 100 feet wide--drops an indeterminable distance into the depths. The withered, carbonized body of the god stands within the shaft. Just below his shoulder level--perhaps 100 feet from the ceiling above--a wicked sea of fire, lava, steam, water, and mud seethes, sending occasional tendrils of elemental chaos upward. The roar of this cauldron of forces almost overwhelms the senses.

Within this room one feels the full weight of the tragedy surrounding Iamon's death. Despite the chaos and excitement, it is as though a curtain of lead descends upon your shoulders.

This shaft extends down well over 400 feet, opening not just here at Level 17, but also at Levels 18 and 19. It contains the entirety of

Iamon's body, which hovers within it. The view downward is blocked, however, by the seething elemental forces of Level 18.

Background: This is the full chamber excavated around the corpse of Iamon (of which area 478 is the upper portion). It is circular in plan, its wall ribbed with 31 columns set equidistantly against it. (Why the Mages Four constructed it with 31 columns is not known; it may relate to the functioning of the Entropy Engine.) This area has no floor; it is open to the powerful and dangerous elemental forces pouring out of the entrance to Level 18, roughly 50 feet below the opening of the passage from area 477.

Aura of Sorrow: This area is blanketed in a terrible aura, an echo of the divine suffering of Iamon's last moments. A creature entering the area immediately feels the weight of this aura as a burden upon his or her soul. On the second round after entering, the creature becomes fatigued (this effect does not stack with itself; if the creature is already fatigued from this effect, he or she does not become exhausted). On the fourth round, the creature is affected as if by a mind fog spell (a -10 penalty on Wisdom checks and Will saves). No saving throw applies to either effect. The fatigue lasts until the character gets 8 hours of rest; the mind fog effect lasts for 2d6 rounds after leaving the aura.

Inspection Disk: Adjacent to the entrance from area 477, a translucent, glowing purple disk floats in the air. This disk is much like a floating disk spell, except that it is 10 feet

in diameter, holds 1000 pounds, is visible and permanent, and can be operated by a creature on it.

As a move action, a creature on the disk can will the disk to move, horizontally and/or vertically, at a speed of 20 feet. If more than one creature is on the disk, the creature attempting to use it must succeed in an opposed Wisdom check before each attempt to operate it. (If other creatures on the disk are willing, they can decline to oppose the check, making success automatic.)



If any creature size Tiny or larger, or an object weighing more than 10 pounds, falls within the chamber, the disk immediately and unerringly drops to catch it. The creature or object falls a distance equal to its original distance from the disk at the beginning of the fall. (For example, if a creature was 40 feet from the disk when it began to fall, it will fall

40 feet before the disk catches it.) The creature or object takes normal falling damage for the distance fallen. Creatures or objects on the disk when it moves to make the catch remain on the disk, but a creature must make a Reflex save (DC 17) or fall prone.

The Windows: The windows looking into this room from area 476 and area 477 are each sealed by two permanent walls of force, one flush with the wall of this room, and the other flush with the wall of overlooking room.

Elemental Chaos: 50 feet down from the level of Iamon's face (just below his shoulders) the shaft is blocked by a region of seething, uncontrolled elemental force. This region extends down for roughly 50 feet before clearing up again below the level of the god's sternum.

Any creature entering this hellish elemental domain is subject to its terrible forces, taking 10d6 points of damage from each of two of the following damage types upon entering or beginning its turn in the zone. Roll 1d8 twice.

1d8	Damage Type
1	fire
2	electricity
3	cold
4	sonic
5	acid
6	bludgeoning
7	piercing
8	slashing

Elemental Tendrils: Every 1d3 rounds, a tendril of this raw elemental fury lashes out into the upper regions of this chamber. As if

driven by some insane intelligence, the tendril targets the creature at the lowest altitude, making an attack with a +18 attack bonus. If the attack hits, the target takes 6d6 damage (roll on the table above for damage type).

Elementals: A pair of elder air elementals, and a pair of elder fire elementals, dwell in this area. Use the standard stats, except that the fire elementals have a fly speed of 60 (good). The elementals attack any living thing in the chamber, following targets out of the area and fighting until destroyed. They are immune to the effects of the elemental chaos and tendrils.

Elder Air Elemental (2): hp 204

Elder Fire Elemental (2): hp 204

Connections: The entrance connects to area 477 and area 478. See the Map of Level 17.

Pathfinder Stats

Use the Pathfinder version of the elder air and fire elementals. No further modifications are necessary to run this encounter using Pathfinder.

Elder Air Elemental (2): hp 152

Elder Fire Elemental (2): hp 152

480. THE SHRINE TO IAMON

Summary: An ancient shrine has long since lost its original function, serving instead as a waypoint into and out of the rest of the level.

Sights and Sounds: As with the passageways leading into this area, the twenty-foot

ceilings make this area seem larger than it is. All areas are completely dark. If the PCs have adequate light they see the following.

This dark chamber has the aura and design of a shrine. In a curved alcove sit the shattered foundation stones of an altar, and above it, engraved in the wall, large letters spell the word "Iamon." On either side of the room, set out from the wall, sits a black stone archway topped with the image of a medusa. The interior of each arch is filled with a smooth and polished obsidian surface that catches any light shone on it, refracting it into a cascade of rainbow streaks.

Background: In what would seem a fit of uncharacteristic sentimentality, the Mages Four built a shrine to Iamon here, adjacent to his resting place. Perhaps it was intended as a memorial, or perhaps an homage to a god who had never known followers during the age of Man. Or perhaps the Mages Four experimented, seeing if religious activity might revive some additional power in the divine corpse.

Whatever their reasons, the function of the shrine has long been cast aside. The Stone Sisterhood made use of this chamber as a waypoint out of the Dragon's Delve via the Fane of the Sea God. They installed two obsidian archways, one leading into their abode (area 370), the other leading into the Narthex of the Fane of the Sea God.

The shrine no longer bears an altar; the only evidence of its original function is Iamon's name engraved over the east end of the room, and the foundation stones, slightly elevated above the floor, on which the altar once sat.

The Obsidian Archways: There are two archways: one along the north side of the room; the other along the south. Both are free-standing, set about a foot out from the wall. They can only be entered via the outward-facing side (not from the side facing the wall).

The northern archway leads to area 370. The southern archway leads to area 481. These can only be used by creatures that are both wearing a stone devotee amulet and are creatures of the Earth sub-type. Creatures that meet those requirements pass through the smooth obsidian surface that fills the archway as if it was a wall of black water (even causing ripples to temporarily form in its surface). If a creature that fails to meet those requirements tries to use the portal, it finds the surface hard and unyielding (as one would expect obsidian to be).

The Doorways: There are no other exits from this room. There were in the past, however, and the passageways that led from this room could be unsealed again.

When the Stone Sisterhood began making use of this room, they walled over the openings leading to areas 482 and 483. Their stonework was excellent, masking virtually all signs of the openings. A DC 38 Search check of the areas behind the obsidian archways, as one would when looking for a secret door, reveals the area of stonework that does not match (any bonuses that apply to stonework or secret doors apply in this situation). The stone blocking the entrances is two feet thick. It has hardness 8, 180 hp, and break DC 40.



Connections: The shrine connects to areas 370, 476, 481, 482, and 483. See the Map of Level 17.

Pathfinder Stats

Replace mentions of Search checks with Perception checks of equal difficulty. No further modifications are needed to run this encounter using Pathfinder.

481. CAVERN OF THE NIGHTCRAWLER

Summary: This large natural cavern is an exit from Level 17--but also the lair of the evil that powers the Halls of Hunger.

Sights and Sounds: This area is completely dark. If the PCs have adequate light they see the following.

This large chamber appears to be a natural cavern. The rough, stone walls curve into the uneven ceiling, while the floor underfoot is loose and earthen. Nothing looks amiss, but there's a sense of chill to this cavern that sets one's hair on end.

The natural ceilings vault over the cavern to a maximum height of 30 feet.

Any character sensitive to evil (or using detect evil or similar magic) can feel a faint evil aura at home in this cave.

Background: This cave was chosen by the Architect to house the power source for the Halls of Hunger—a nightcrawler. The nightcrawler lairs in a side chamber that can only be reached by burrowing through the earth that makes up the floor of this area. A stone obelisk within the lair area draws power from the nightcrawler’s aura of desecration, transferring it to the device that powers the Halls of Hunger curse.

Despite the danger (and horror) of the place, it has become a transit point into Level 17. The Stone Sisterhood linked to

it via the obsidian portal in area 480, and there is a passageway leading out to area 455 (approximately 200 feet away) in the Narthex of the Fane of the Sea God.

The Side Chambers: There are two side chambers adjacent to the main cavern. These do not connect directly to the main chamber, but the nightcrawler can reach them by burrowing through the earth that makes up the floor of the main chamber. The nightcrawler normally lairs in the northeastern chamber, but also knows about and can reach the northern chamber.

The Black Obelisk: A large black obelisk stands in the northeastern chamber.

An obelisk, half again as tall as a man, sits upon a square foundation stone. Both are as black as night—a flat, dull black that seems loath to reflect even enough light to define its planes and edges. Every surface of the obelisk is densely inscribed with fine writing.

This device steepens in the aura of desecration surrounding the nightcrawler, acting as a sort of battery that stores this negative energy. It shares this energy with a similar obelisk in the apartment of The Architect, which in turn uses it to fuel the effects of the Halls of Hunger. Although the language of the inscriptions is obscure, a Spellcraft check (DC 35) reveals its negative-energy absorption function; DC 40 reveals that it transfers this energy to some other artifact not too far away.

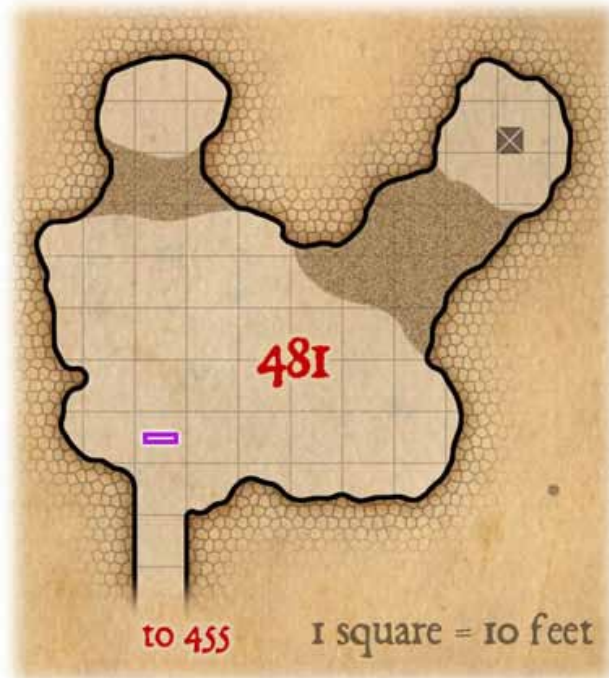
The black obelisk can be destroyed. It has hardness 8, 100 hp, and break DC 38. If destroyed, it unleashes a burst of negative energy that acts as a mass inflict serious

wounds spell (caster level 25th). Although destroying the obelisk (or the nightcrawler that fuels it) cuts off the power supply to the Halls of Hunger, there is enough energy currently stored in the obelisk in area 491 to continue the effects of the Halls for several months.

The Obsidian Archway: A free-standing obsidian archway is set near the southern edge of the room, where it faces the passageway to area 455 (thus allowing those using it to bypass the bulk of this chamber). It can only be entered via the southern-facing side. It leads to area 480.

The archway can only be used by creatures that are both wearing a stone devotee amulet and are creatures of the Earth sub-type. Creatures that meet those requirements pass through the smooth obsidian surface that fills the archway as if it was a wall of black water (even causing ripples to temporarily form in its surface). If a creature that fails to meet those requirements tries to use the portal, it finds the surface hard and unyielding (as one would expect obsidian to be).

The Nightcrawler: The nightcrawler normally lairs in the northeast side chamber, but it emerges 1d4 rounds after any activity in the main cavern. The nightcrawler cannot burrow through the stone walls of the chambers, but the earthen floor is easily deep enough for it to move through. There are earth-filled “tunnels” beneath the level of the floor that connect to the side chambers, and it uses these passageways to avoid detection as it enters and retreats from combat.



It typically summons 2-4 dread wraiths into the main chamber before showing itself, allowing these undead to engage the interlopers before moving in to engage. It then uses mass hold monster to paralyze as many opponents as it can, attacking the most vulnerable of those as the dread wraiths keep unparalyzed opponents busy.

Nightcrawler: hp 212

Connections: This area connects to area 455 and area 480. See the Map of Level 17.

Pathfinder Stats

Use the Pathfinder version of the nightcrawler. No further modifications are needed to run this encounter using Pathfinder.

482. THE SANCTUARY

Summary: A small sanctuary lies hidden behind a bricked-up wall, but connects to the wendways.

Sights and Sounds: In contrast to the other chambers and hallways surrounding Iamon's resting place, this room has a low ceiling, giving it an intimate feel. It is completely dark. If the PCs have adequate light they see the following.

This square room is hardly tiny, but it nonetheless has a warm, almost intimate air. Although the dust of many years is apparent, the furnishings and carpets retain their rich feel.

It's possible the PCs will arrive here via the wendways. If so, and the wall between this and the adjacent area 480 has not been breached, there are no apparent exits from this room.

Background: This chamber was built by the Mages Four as a sort of quiet study adjacent to their work areas around Iamon's head. While the latter tended to be loud, vibrant, high-energy environments--especially before the Entropy Engine began to tap Iamon's corpse of its power--this gave them a nearby retreat for quiet and contemplation.

The room contains a number of tables, chairs, reading stands, and bookcases. Most are coated in the dust of centuries, but a Search check (DC 18) reveals that one desk, reading stand, and chair have only the finest coating of dust. (If the Search check result hits DC 30, it's clear to the searcher that this dust is not more than a decade or two old.) An additional Search (DC 15) of the floor finds footprints in the older dust leading back and forth from these furnishings to several of the bookshelves. The footprints do not lead to any door or exit.

Those are the only signs that anyone has been here within the past several centuries. Indeed, most of the room's contents have clearly gone unmolested since the room was originally occupied. The bookshelves are largely filled with books (on esoteric topics, but not magical) and knick-knacks that have not been disturbed.

A careful look among the knick-knacks (Search DC 12) finds the following magical items: a candle of truth; a vial containing dust of dryness; a set of eyes of the eagle; a figurine of wondrous power (bronze griffon); and a necklace of adaptation. In addition, while most of the knick-knacks are worthless baubles, there are a handful of



statuettes and other decorative items (five in total) worth an average of 1,000gp each.

The Wendways: The wendways touch this room, connecting with the southeastern corner of the chamber. If the PCs step into the southeastern square of the room, they automatically recognize that the place is connected to the wendways and can use it to travel to any other wendways locale they have previously encountered.

The Northern Alcove: If the PCs entered the room from area 480, they will of course recognize that the wall at the end of the northern alcove connects with that area (especially if they entered by breaching or destroying that wall). If, on the other hand, they somehow reached this room via the wendways, there's no immediate indication that anything lies beyond the alcove's wall.

When the Stone Sisterhood began making use of area 480, they walled over the opening leading to this area. Their stonework was excellent, masking virtually all signs of the opening, making the short passageway leading to area 475 look like an alcove. A Search (DC 38) of the back wall of the alcove, as for a secret door, reveals that the stonework does not match the other walls (any bonuses that apply to stonework or secret doors apply here). The stone is two feet thick. It has hardness 8, 180 hp, and break DC 40.

Connections: This area connects to area 480 and the wendways. See the Map of Level 17.

Pathfinder Stats

Replace all references to Search and Spot checks with Perception checks of the same difficulty. No further modifications are required to run this encounter using Pathfinder.

483. THE FEASTING HALL

Summary: Here the PCs can sate their hunger and thirst-but court a terrible price.

Sights and Sounds: This room is warmly lit by magical lanterns set in the columns on either side of the hall.

This large, long hall is sumptuously furnished, and even more sumptuously provisioned. Its center is dominated by a lengthy table piled high with every manner of delectable--roasts, stews, breads--pies, cakes, fruits and sweetmeats--wines and meads and ales. Platters and tureens lavishly proffer the finest offerings of the culinary

arts, and the mixed aromas are almost equally inviting and overwhelming--a stark reminder of the privations of an adventurer's life; the poor sustenance partaken around dim firesides and in stolen moments in dark and unhappy places.

As if that's not enough, the galleries along either side contain further tables, likewise well stocked with every manner of delicious food and drink.

Background: The feasting hall is the central point of the set of challenges and tests that comprise the Halls of Hunger. Characters traversing the Halls will visit this room several times, and be tempted by its foods--increasingly--each time. Those who eat and drink will be nourished, but at a price. Those who resist are unaffected by the wasting curse that has turned many previous visitors into ghuls --but resistance itself has a price.

The food and drink within the feasting hall is real, created by a magical effect not unlike the create food and water spell. As long as it remains within the room, the food and drink remains warm and succulent and will never go bad. However, if removed from this room it cools, goes stale, and decays just as any other food would. Food that is eaten or removed reappears magically within 24 hours.

The Pauper's Table: At the southern end of the western gallery one table stands apart from the others.

Whereas every other furnishing in the feasting hall is opulent and gaudy in design, this is a basic, wooden-board table and the dishes it offers are simple, moderate in portion, and presented on undecorated

earthenware platters.

This is simply another layer to the chamber's allure. The Architect realized that not everyone would be seduced by the decadence of the other offerings. Those (rightfully) suspicious of the chamber's splendor might think that this humble fare offers a safer alternative. In fact, its effect is identical to the other food and drink in this room.

The Northern Door: The double door at the north end of the room leads into the Halls of Hunger, by way of a small antechamber. This antechamber acts as a sort of airlock: The doors at the northern end will not open until the doors at the southern end are firmly shut. Once the southern doors are shut, they cannot be reopened, and the antechamber can only be exited via its northern doors.

Where those northern doors lead depends on which, if any, of the twelve secret sigils the PCs possess. (The PCs are considered to possess a secret sigil if at least one member of the group has the sigil inscribed or drawn on some object in his or her possession. This includes a copy of the sigil drawn on a paper or in a book.) The PCs must possess all of the first five secret sigils to move into the Halls of Hunger. If they do not, the doors lead to the location of the lowest-number secret sigil they do not possess:

- * If the characters do not possess the first secret sigil, the doorway opens into area 2.
- * If they do not possess the second secret sigil, the doorway opens into area 68.
- * If they do not possess the third secret sigil, the doorway opens into area 141.

* If they do not possess the fourth secret sigil, the doorway opens into area 296.

* If they do not possess the fifth secret sigil, the doorway opens into area 309.

In any of the above cases, a dense mist obscures the view through the doorway. A character passing through the doorway is teleported to the indicated area.

If the characters possess all five of the secret sigils found elsewhere in the dungeon, the doors lead to area 484. Once they've obtained the sixth secret sigil, the doors lead to a different area:

* If the characters possess the sixth secret sigil, the doorway opens into area 485.

* If the characters possess the seventh secret sigil, the doorway opens into area 486.

* If the characters possess the eighth secret sigil, the doorway opens into area 487.

* If the characters possess the ninth secret sigil, the doorway opens into area 488.

* If the characters possess the tenth secret sigil, the doorway opens into area 489.

* If the characters possess the eleventh secret sigil, the doorway opens into area 490.

In these cases, the doorway appears to act as an ordinary doorway: The PCs can see through it normally, into the room in question, and pass back and forth through the door as normal.

The Wasting Curse: Partaking of the food and beverage in this room poses a grave risk. Each time a character does so, he must make a DC 20 level check (d20 + level). If this check is failed the character begins to transition into a ghul. Nothing short of true divine intervention can reverse this transition, but a wish or miracle spell can allow a reroll of the level check.

On their initial visit wise characters will be wary of this room's offerings, but after spending time in the Halls of Hunger they might see things differently. Once affected

by the Hunger (having one or more points of the Hunger) a character remains insatiably hungry, but is not compulsively forced to eat in this chamber: It is always a conscious decision whether or not to do so. However, affected characters can sense the nourishing quality of the food--specifically, that eating here will remove points of the Hunger.

For every hour or portion there of spent eating here, a

character removes 1 point of the Hunger, but

must make a level check to avoid starting the transition into a ghul.

Once a character begins to transition into a ghul, he or she gains one negative level per hour. If the character dies while in the grips of this transition, the character gains the ghul template and rises an hour later as a ghul. The transition can be slowed by any means that dispels negative levels (such as a restoration spell), but that does not end the transition. The character continues to gain negative levels until he or she dies and becomes a ghul.

The transition into a ghul cannot be reversed. However, a character who turns into a ghul and is then destroyed can be resurrected.

Connections: This area connects to area 480. It also connects to areas 2, 68, 141, 296, 309, 485, 486, 487, 488, 489, or 490, depending on which (if any) of the twelve secret sigils the characters possess. See the Map of Level 17.

Pathfinder Stats

No modifications are required to run this encounter using Pathfinder.

484. OBEDIENCE

Summary: The first test of the Halls of Hunger is introduced by Metterak's mouthpiece--the hapless Birshwar.

Sights and Sounds: This room is dimly lit by a grayish glow emanating from the high ceiling.

The far end of this long chamber is dominated by a huge red dragon. In the foreground, a



reptilian humanoid with a mournful countenance stands upon a stone pedestal, raising his head to look right at you.

The dragon is a very lifelike statue, a fact that becomes obvious in its utter lack of reaction to anything the PCs do. That the half-dragon is very much alive is equally obvious. The half-dragon is none other than Birshwar, builder of the dragon shrines containing the first five secret sigils, and though alive and able to speak, he is imprisoned and can take no other actions than those described below.

Because the amount of time spent in this area is important (see The Hunger, below), keep track of the number of rounds the PCs spend throughout their time here.

Background: Birshwar, an early devotee of Metterak, mistook his idol's intent in creating the secret sigils. In his zeal to reach and honor Metterak, he created a shrine to the great dragon whenever he discovered one of the secret sigils. He thought he was glorifying his would-be deity, but Metterak remained mortal and Birshwar, unable to commune with him as he might a true god, could only guess at Metterak's intent and wishes. Unfortunately for him, he guessed wrong.

Metterak intended the seals remain a closely guarded secret, to be discovered by only those most worthy of his presence-potential followers such as Birshwar--and not by every adventurer that traipsed through the Dragon's Delve. He did not approve of Birshwar's shrine building, and, unfortunately for Birshwar, Metterak is not a forgiving master.

Metterak became aware of what Birshwar had done after the half-dragon had built his fifth shrine. At that point, he had Birshwar captured and imprisoned here, partially imbedded in a magical stone dais which both anchors and sustains him. In this role, Birshwar acts as a sort of gatekeeper to the Halls of Hunger.

Birshwar can outline for the PCs the basics of the trials they are about to face, and how this particular chamber works. Here (as in each of the next six halls) the PCs face a challenge to prove their worth to Metterak. In this particular case, one of them must willingly submit himself to Metterak's terrible breath weapon. The fires of Metterak's breath are unleashed by the statue and focused on a 12-sided symbol set into the center of the chamber's floor.

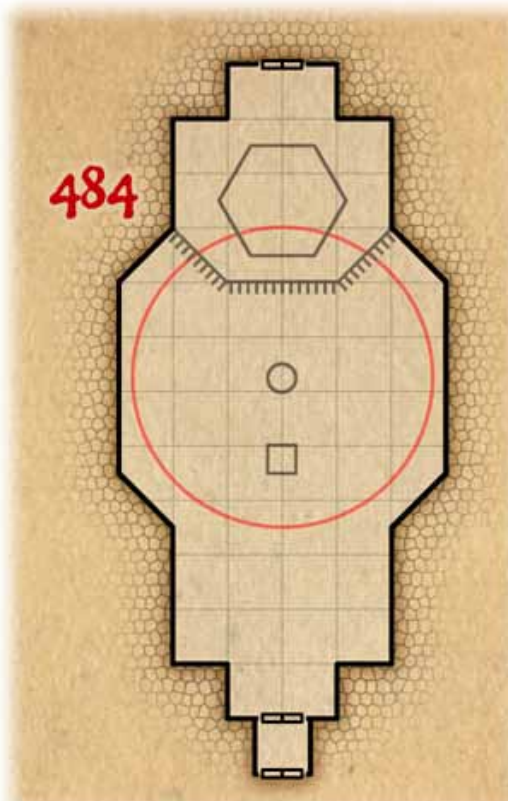
Birshwar: Birshwar is a green reptilian figure with long robes of red, blue, and green. He is situated on a large block of stone, but doesn't so much stand on it as meld into it from his thighs down. He is clearly alive. (Show the players the Birshwar illustration handout. See Appendix B)

"Greetings, friend of Metterak, to His halls. But know that He welcomes into His magnificent presence only those most fitting." At this the half-dragon pauses, lowers his head, then looks up before continuing. "In this chamber and those beyond He grants you the opportunity to prove your fitness. Stand before Him now and obey."

The PCs can converse with Birshwar. Depending on what they ask, he can offer the following information:

- * Metterak lies some distance beyond these halls, but these chambers mark the entry into what he considers his inner demesne.
- * Supplicants must pass a number of tests before being allowed to advance beyond these chambers.
- * Only one member of a party must pass each test.
- * These chambers were built for Metterak by one known as The Architect.

Birshwar has been cursed by Metterak. He cannot move from the stone dais to which he has been merged. Any action or effect that the PCs perform to separate him from the dais may work momentarily, but at the beginning of the following round the dais and Birshwar instantly returns to their previous state. Likewise, Metterak has cursed Birshwar so that the half-dragon



cannot die. He feels pain and takes damage normally, and can be reduced to 0 hit points, but never below that level.

Although at one point Birshwar was a powerful cleric, Metterak has stripped him of his clerical powers. He is now simply an unarmored, weaponless (Metterak has even removed his natural and breath weapons), imprisoned half-dragon. If the PCs decided to attack him, Birshwar has an effective AC of 14 (because of his natural armor), 96 hp, and immunity to sleep, paralysis, and acid.

The Dragon Statue: The northern end of the room is elevated, its floor three feet higher than that of the rest of the room. A



life-sized statue of a great wyrm red dragon dominates this end.

An enormous statue of a red dragon, very realistic but larger than most people imagine a dragon could be, overlooks the room. It seems to stare downward at the center of the chamber. There, a 12-sided ring, surrounded by text, is engraved into the floor. The stone within ten feet of this ring has a somewhat polished, almost glassy quality.

This is the first of Metterak's tests, and a character who submits him or herself to it gains one of the secret sigils.

The text on the floor is written in Draconic and reads "Kneel before me and bear the searing fires of my breath, for only in obedience can you hope to delight in my presence."

A character need only kneel within the ring to activate the test. The dragon statue unleashes the breath weapon of a great wyrm red dragon, dealing 24d10 fire damage to the creature within the ring and any other creature within 30 feet (as indicated by the circle on the map)—including Birshwar, who bears the full pain of the experience but cannot be killed by it.

A character employing any magic or magic item that grants resistance to fire does not pass the test. (Natural fire resistance is allowed.) Although others may receive damage from this statue's fire, only creatures within the ring are considered to be participants in the test.

Birshwar is situated within the area affected by the fire. The fire cannot reduce him to below 0 hp, much to his sorrow.

The Sixth Secret Sigil: A character surviving Metterak's test (including characters raised or resurrected afterward) finds a brand-like mark burned into his or her flesh; a scar that will never fully fade. The mark is a sigil. A DC 16 Knowledge (arcana) check suggests that it is draconic in nature, but that's all. A check beating DC 20 confirms that this is one of the twelve secret sigils.

This sigil, the sixth of twelve, gives the bearer a breath weapon that deals 6d8 fire damage in a 30-foot-long cone. When this breath weapon is used, the sigil fades from the bearer's flesh, but it returns after the bearer has had eight hours of rest. Once gained, the sigil can only be removed with a miracle or wish spell. A creature can only gain it once, even if he or she submits to this test additional times.

Although it may not be obvious to the PCs, only one character within the party needs to bear this sigil to allow them to progress through the Halls of Hunger.

The Hunger: Any creature spending time in this room feels an intensifying and insatiable hunger and thirst. This is the most noticeable symptom of a necromantic effect that slowly eats at creatures as they spend time in the Halls of Hunger.

The desire to eat is overwhelming. Starting the third round after entering the room, each PC must make a Will save each round. The DC is 10 the first round, but increases by 1 each additional round. If the save is failed the character drops whatever he or she is doing and begins to eat, stopping only when no more food is available. In this insatiable

state, it takes one full round to eat a day's worth of rations. If the character has access to magical sustenance, such as the create food and water spell, he or she expends all uses of such sustenance. Once all sources of food and drink are gone, the desire to eat subsides for a number of rounds equal to the number of rounds the character spent gorging. After that, the cycle begins again if another source of food becomes available.

The Will saves are only required within the testing chambers, not within the feasting hall. Unlike the Hunger Points (see below), the save DCs are not cumulative between chambers.

As bothersome as that effect is, it is unfortunately only a symptom of the Hunger's real affliction. At the end of any character's sixth round in this area, he or she takes one point of the Hunger. For every additional six rounds in this (or any other) testing chamber, the character takes an additional point. The effects of these points are on the table below:

Hunger Points	Effect
1	-1 penalty to Will save
2	-1 penalty to Fort save
3	-1 penalty to Reflex save
4	The preceding penalties are negated, and the character takes 1 negative level
5	-1 penalty to Will save
6	-1 penalty to Fort save
7	-1 penalty to Reflex save
8	The preceding penalties are negated, and the character takes a second negative level ... and so on

Points are cumulative, and remain in effect until the character passes from area 490 into area 491. (In other words, the character must gain, or be with a character who gains, the twelfth secret sigil.)

A *wish* or *miracle* spell removes a single point of the Hunger. Additionally, a character who eats in the feasting hall loses a point of the Hunger.

Exiting the Room: The southern doors, through which the PCs entered the room, cannot be reopened. The only exit is via the northern doors. These doors can be opened at any time, and enter into the southern end of area 483. Once passed through and shut again, those doors then open into the passage leading to area 482, and cannot be used to re-enter this room.

Connections: This area connects to area 483. See the Map of Level 17.

Pathfinder Stats

No modifications are required to run this encounter using Pathfinder.

485. COURAGE (EL 18)

Summary: The PCs' courage is tested in a battle against old enemies of Metterak.

Sights and Sounds: This set of chambers is a crypt on a giant scale. It is completely dark. If the PCs have adequate light they see the following.

The tall, icy walls of this gigantic space soar overhead. It is a funereal crypt, but as experienced by creatures the size of pixies. Stone biers flank the central passageway like buildings flanking a city street; in the side chambers, others on an equal scale are just visible. Upon each, a giant form sleeps death's eternal slumber.

The characters' breath fogs as they enter this room. All is silent and still. The biers are ten feet tall, so the giants lying upon them are only partially visible to characters standing on the floor. They appear to be truly dead. The ceiling in this area is 25 feet high.

Because the time spent in this area is important (see The Hunger, below), keep track of the number of rounds pass during the PCs' time here.

Background: Centuries ago, Metterak battled a clan of frost giants who disputed his mastery over them, eventually defeating twelve clan leaders. He incorporated their remains into the tests within the Halls of Hunger. One of the frost giant jarls remains alive, sustained by the magic of the crypt. The others are skeletal.

The seventh secret sigil is located in this crypt, on the surface of the bier on which the frost giant jarl sleeps. It is not visible unless

the frost giant jarl moves (or is moved).

The Giants: The frost giant jarl lies on the central bier in the eastern set of chambers. He is awake and alert, but paralyzed. The paralysis is negated when he or his bier is touched. He attacks as soon as the paralysis is removed.

The other biers hold giant skeletons. These are inanimate, but are instantly animated when the frost giant jarl's paralysis is removed. They also attack immediately. Use the

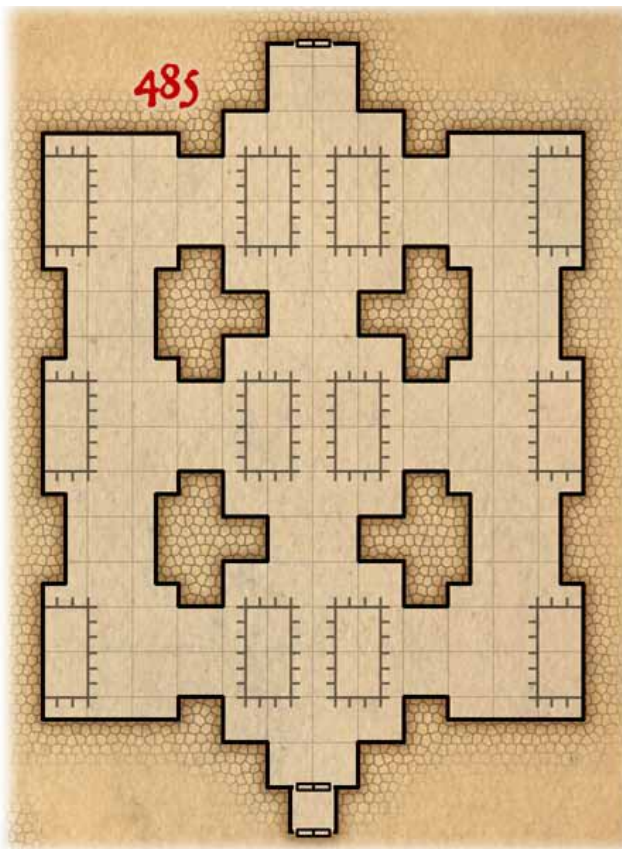
stats for a cloud giant skeleton, though they are actually the skeletons of frost giants.

Frost Giant Jarl: hp 231

Frost Giant Skeletons (11): hp 110

The Seventh Secret Sigil: An arcane mark—one of the twelve secret sigils—is engraved on the surface of the frost giant jarl's bier. A DC 16 Knowledge (arcana) check suggests that it is draconic in nature, but that's all. A check that beats DC 20 confirms that this is one of the twelve secret sigils.

This sigil, the seventh of twelve, conveys power to a helm, circlet, hat, or any other



piece of headgear if it is etched or sewn onto its surface. It gives the wearer a frightful presence. Activating the frightful presence is a free action that happens automatically when the wearer makes an attack or is hit by an attack. Creatures within 30 feet are subject to the effect if they have fewer hit dice than the wearer. A potentially affected creature that succeeds on a Will save (DC 10 + 1/2 the wearer's level + the wearer's Cha modifier) remains

immune to the effect for 24 hours. On a failure, creatures with 4 or fewer HD become panicked for 4d6 rounds and those with 5 or more HD become shaken for 4d6 rounds. Dragons are immune to this effect.

Etching armor requires a Craft (armorsmith) check (DC 15) and one hour. Stitching the sigil onto a piece of clothing requires a Craft (leatherworking) or Craft (sewing) check (DC 15) and one hour. Once used, it disappears, but it can be re-etched or sewn, although no item can have it etched more than once and no wearer can wear more than one item with the sigil upon it at a time.

Although it may not be obvious to the PCs, only one character within the party needs to bear this sigil to allow them to progress through the Halls of Hunger.

The Hunger: Any creature spending time in this room feels an intensifying and insatiable hunger and thirst. This is the most noticeable symptom of a necromantic effect that slowly eats at creatures as they spend time in the Halls of Hunger.

The desire to eat is overwhelming. Starting the third round after entering the room, each PC must make a Will save each round. The DC is 10 the first round, but increases by 1 each additional round. If the save is failed the character drops whatever he or she is doing and begins to eat, stopping only when no more food is available. In this insatiable state, it takes one full round to eat a day's worth of rations. If the character has access to magical sustenance, such as the create food and water spell, he or she expends all uses of such sustenance. Once all sources of food and drink are gone, the desire to eat subsides for a number of rounds equal to the number of rounds the character spent gorging. After that, the cycle begins again if another source of food becomes available.

The Will saves are only required within the testing chambers, not within the feasting hall. Unlike the Hunger Points (see below), the save DCs are not cumulative between chambers.

As bothersome as that effect is, it is unfortunately only a symptom of the Hunger's real affliction. At the end of any character's sixth round in this area, he or

she takes one point of the Hunger. For every additional six rounds in this (or any other) testing chamber, the character takes an additional point. The effects of these points are on the table below:

Hunger Points	Effect
1	-1 penalty to Will save
2	-1 penalty to Fort save
3	-1 penalty to Reflex save
4	The preceding penalties are negated, and the character takes 1 negative level
5	-1 penalty to Will save
6	-1 penalty to Fort save
7	-1 penalty to Reflex save
8	The preceding penalties are negated, and the character takes a second negative level ... and so on

Points are cumulative, and remain in effect until the character passes from area 490 into area 491. (In other words, the character must gain, or be with a character who gains, the twelfth secret sigil.)

A *wish* or *miracle* spell removes a single point of the Hunger. Additionally, a character who eats in the feasting hall loses a point of the Hunger.

Exiting the Room: The southern doors, through which the PCs entered the room, cannot be reopened. The only exit is via the northern doors. These doors can be opened at any time, and enter into the southern end of area 483. Once passed through and shut again, those doors then open into the passage leading to area 482, and cannot be used to re-enter this room.

Connections: This area connects to area 483. See the Map of Level 17.

Pathfinder Stats

Use the Pathfinder version of the cloud giant skeleton to represent the frost giant skeletons and the stat block below to represent the frost giant jarl. Other than that, no further modifications are needed to run this encounter using Pathfinder.

Frost Giant Skeletons (11): hp 96

FROST GIANT JARL CR 17

Chaotic Evil Large Humanoid (cold, giant)

Init -1; **Senses** Low-light vision, Perception +10

DEFENSE

AC 21, touch 8, flat-footed 21 (+4 armor, -1 Dex, +9 natural, -1 size)

hp 133 (14d8+70)

Fort +20, **Ref** +5, **Will** +8

Defensive Abilities aura of despair; rock catching; Immune cold

Weaknesses vulnerability to fire

OFFENSE

Speed 40 ft.

Melee greataxe +26/+21 (3d6+13) or 2 slams +26 (1d8+9)

Ranged rock +17 (1d8+13)

Space 10 ft.; **Reach** 10 ft.

Atk Options rock throwing (120 ft.), smite good, sneak attack +2d6

Prepared Spells

Cleric (CL 8th): 4th - *freedom of movement*, *inflict critical wounds* (DC 16)

3rd - *deeper darkness*, *inflict serious wounds* (x2) (DC 15)

2nd - *death's knell* (DC 14), *inflict moderate wounds* (x3) (DC 14)

1st - *cause fear* (DC 13), *inflict light wounds* (x4) (DC 13)

STATISTICS

Str 29, **Dex** 9, **Con** 21, **Int** 10, **Wis** 14, **Cha** 11

Base Atk +10; **CMB** +20; **CMD** 29

Feats Cleave, Great Cleave, Improved Overrun, Improved Sunder, Martial Weapon Proficiency (greataxe), Power Attack, Skill Focus (Stealth)

Skills Climb +13, Craft +7, Intimidate +7, Perception +10, Stealth +2 (+6 in snow)

Languages Common, Giant

SQ aura of evil, command undead, detect good

Possessions greataxe

Aura of Evil (Ex): The frost giant jarl has a faint aura of evil.

Detect Good (Sp): At will, a frost giant jarl can use detect good as a spell-like ability, duplicating the effect of the detect good spell.

Spells: A frost giant jarl has the ability to cast a small number of divine spells. A frost giant jarl prepares and casts spells just as a cleric does (though a frost giant jarl cannot spontaneously cast cure or inflict spells). Saving throws are Wisdom-based.

Smite Good (Su): Twice per day, a frost giant jarl may attempt to smite good with one normal melee attack, dealing 8 additional points of damage. If a frost giant jarl accidentally smites a creature that is not good, the smite has no effect but it is still used up for that day.

Aura of Despair (Su): A frost giant jarl radiates a malign aura that causes enemies within 10 feet of him to take a -2 penalty on all saving throws.

Command Undead (Su): A frost giant jarl commands and rebukes undead as would a 6th-level cleric.

Sneak Attack +2d6: This ability is like the rogue ability of the same name. If a frost giant jarl gets a sneak attack bonus from another source the bonuses on damage stack.

486. ACUMEN

Summary: This chamber tests the characters' ability to think under pressure.

Sights and Sounds: This room is a featureless sphere lit by a dull gray light that emanates from the surrounding surface.

A few steps from the door, the passageway opens into a spherical space, perhaps eighty feet across. The surface of the sphere is featureless, but directly in the middle hovers a large faceted volume seemingly made of crystal; encased within it, a gigantic red dragon stares directly at you.

The crystal-like object is a dodecahedron-like a giant, 20-foot-wide 12-sided die. Within it appears to be a life-sized, life-like statue of Metterak.

Because the total amount of time spent in this area is important (see The Hunger, below), keep track of the number of rounds the PCs spend throughout their time here.

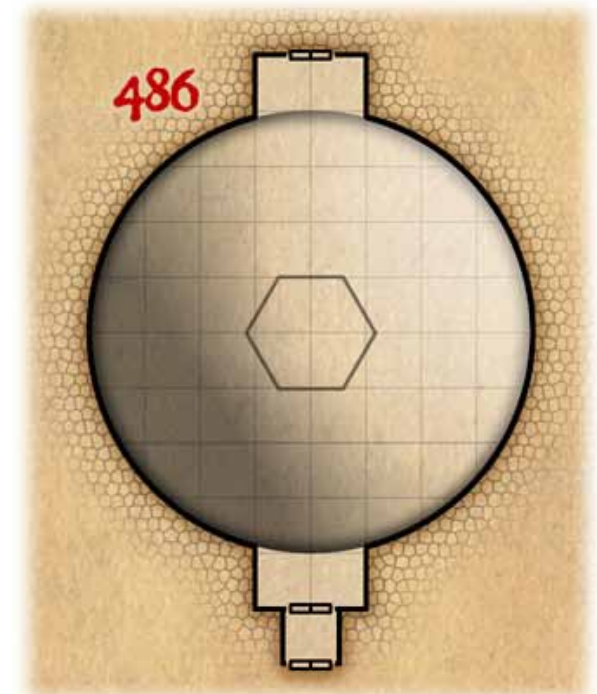
Background: This is the challenge devised by The Architect to test the smarts of those attempting to reach Metterak. While the puzzle is not especially difficult, finding a solution while under the pressure of the Hunger may be a trial.

The room is utterly spherical; the only features to the architecture are the landings at the entrance and exit. These intersect the sphere at the equator, so that the wall is vertical at that point, and the center of the floor is 40 feet below the level of the landings. The wall is almost perfectly smooth; someone at the bottom can walk roughly halfway up before the wall becomes steep enough to

require a Climb check; the DC for the final 10 feet up to the landing is 40.

The Dragon: A realistic, life-sized image of Metterak crouches within what appears to be a giant crystal. This entire structure is an illusion, similar to a permanent image but with an unusual characteristic: No matter what position it is viewed from, the dragon always seems to be looking directly at the viewer. As the viewer moves about the room, the dragon seems to rotate within the crystal to remain directed at the viewer. This effect applies to all viewers; no matter how many people are in the room, it seems to each one of them that the dragon is facing him or her.

The eighth secret sigil is imprinted on the back of the dragon's head—which, unfortunately, is never visible to a creature



looking directly at the dragon. To see the sigil, the characters will need to find a way to search the non-visible portions of the dragon's body. Clever characters might use a mirror, with one character holding it such that another can see the back of the dragon's head. Complicating the process are the facts that the sigil is relatively small (roughly a foot across) and that the crystal itself prevents anyone from getting closer than about ten feet from the dragon's head. A small, personal mirror will probably not do the trick.

The Eighth Secret Sigil: An arcane mark--one of the twelve secret sigils--is etched on the back of the dragon's head. A DC 16 Knowledge (arcana) check suggests that it is draconic in nature, but that's all. A check that beats DC 20 confirms that this is one of the twelve secret sigils.

This sigil, the eighth of twelve, conveys power to an amulet or other piece of jewelry worn around the neck if it is etched onto the item's surface. When the item is put on, the sigil grants a +2 bonus to all Listen, Search, Sense Motive, and Spot checks. At the end of a 24-hour period (regardless of whether the amulet was worn the entire time) the sigil disappears.

Etching an amulet requires a DC 15 Craft (armorsmithing, jewelrymaking, or weaponsmithing) check and one hour. It can be re-etched, although no amulet can have it etched more than once and no wielder can have more than one amulet with the sigil upon it at a time.

Although it may not be obvious to the PCs, only one character within the party needs to bear this sigil to allow them to

progress through the Halls of Hunger.

The Hunger: Any creature spending time in this room feels an intensifying and insatiable hunger and thirst. This is the most noticeable symptom of a necromantic effect that slowly eats at creatures as they spend time in the Halls of Hunger.

The desire to eat is overwhelming. Starting the third round after entering the room, each PC must make a Will save each round. The DC is 10 the first round, but increases by 1 each additional round. If the save is failed the character drops whatever he or she is doing and begins to eat, stopping only when no more food is available. In this insatiable state, it takes one full round to eat a day's worth of rations. If the character has access to magical sustenance, such as the create food and water spell, he or she expends all uses of such sustenance. Once all sources of food and drink are gone, the desire to eat subsides for a number of rounds equal to the number of rounds the character spent gorging. After that, the cycle begins again

if another source of food becomes available.

The Will saves are only required within the testing chambers, not within the feasting hall. Unlike the Hunger Points (see below), the save DCs are not cumulative between chambers.

As bothersome as that effect is, it is unfortunately only a symptom of the Hunger's real affliction. At the end of any character's sixth round in this area, he or she takes one point of the Hunger. For every additional six rounds in this (or any other) testing chamber, the character takes an additional point. The effects of these points are on the table below:

Points are cumulative, and remain in effect until the character passes from area 490 into area 491. (In other words, the character must gain, or be with a character who gains, the twelfth secret sigil.)

A *wish* or *miracle* spell removes a single point of the Hunger. Additionally, a character who eats in the feasting hall loses a point of the Hunger.

Hunger Points	Effect
1	-1 penalty to Will save
2	-1 penalty to Fort save
3	-1 penalty to Reflex save
4	The preceding penalties are negated, and the character takes 1 negative level
5	-1 penalty to Will save
6	-1 penalty to Fort save
7	-1 penalty to Reflex save
8	The preceding penalties are negated, and the character takes a second negative level ... and so on

Exiting the Room: The southern doors, through which the PCs entered the room, cannot be reopened. The only exit is via the northern doors. These doors can be opened at any time, and enter into the southern end of area 483. Once passed through and shut again, those doors then open into the passage leading to area 482, and cannot be used to re-enter this room.

Connections: This area connects to area 483. See the Map of Level 17.

Pathfinder Stats

The when inscribed and worn as described above, the eighth secret sigil provides a +2 bonus to all Perception and Sense Motive checks. No further modifications are required to run this encounter using Pathfinder.

487. PROWESS (EL 19)

Summary: It's not enough to be brave, smart, and obedient. To reach Metterak, the PCs must test their mettle against his minions.

Sights and Sounds: This room is lit by a dull gray light that emanates from the ceiling.

From a wide landing, steps lead down to a sizeable square room. In the center, a large, ornate 12-sided ring is inscribed in the floor. However, in each of the four corners a motionless dragon lurks on a large pedestal overlooking the ring, ready to strike: one white, one black, one blue, and one green.

The ceiling to this room is 30 feet high over the central square, but only 20 feet over the landings to the north and south.

Because the total amount of time spent in this area is important (see The Hunger, below), keep track of the number of rounds the PCs spend throughout their time here.

Background: The ninth secret sigil is inscribed on the floor in the center of the room--but it's not visible until a creature crosses the boundary of the ring. Unfortunately, as soon as that happens the four dragons come to life and attack.

The Dragons: The four dragons, each sized Huge, stand motionless on their pedestals. They are lifeless (though life-like) statues and remain so until someone enters the ring. The moment the ring's boundary is broken by a living creature, however, the statues are instantly replaced with living specimens. These four dragons attack immediately.

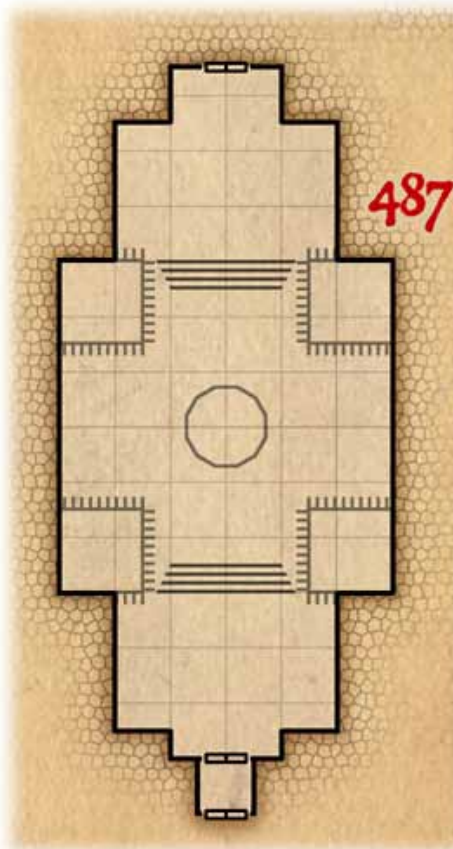
Mature Adult Black Dragon: hp 253

Mature Adult Blue Dragon: hp 276

Mature Adult Green Dragon: hp 264

Mature Adult White Dragon: hp 241

The Ninth Secret Sigil: An arcane mark--one of the twelve secret sigils--is inscribed in the center of the ring, but is undetectable when



the PCs enter the chamber. The mark appears on the floor when the boundary of the ring is broken by a living creature. A DC 16 Knowledge (arcana) check suggests that it is draconic in nature, but that's all. A check that beats DC 20 confirms that this is one of the twelve secret sigils.

This sigil, the ninth of twelve, conveys power to a belt or similar item worn around the waist if it is inscribed or sewn onto the item's surface. When the item is put on, the sigil grants a +4 inherent bonus to the wearer's Strength. At the end of a 24-hour period (regardless of whether the amulet was worn the entire

time) the sigil disappears.

Inscribing a belt requires a Craft (leatherworking) or Craft (sewing) check (DC 15) and one hour. It can be re-inscribed, although no belt can have it inscribed more than once and no wielder can have more than one amulet with the sigil upon it at a time.

Although it may not be obvious to the PCs, only one character within the party needs to bear this sigil to allow them to progress through the Halls of Hunger.

The Hunger: Any creature spending time in this room feels an intensifying and insatiable hunger and thirst. This is the most

noticeable symptom of a necromantic effect that slowly eats at creatures as they spend time in the Halls of Hunger.

The desire to eat is overwhelming. Starting the third round after entering the room, each PC must make a Will save each round. The DC is 10 the first round, but increases by 1 each additional round. If the save is failed the character drops whatever he or she is doing and begins to eat, stopping only when no more food is available. In this insatiable state, it takes one full round to eat a day's worth of rations. If the character has access to magical sustenance, such as the create food and water spell, he or she expends all uses of such sustenance. Once all sources of food and drink are gone, the desire to eat subsides for a number of rounds equal to the number of rounds the character spent gorging. After that, the cycle begins again if another source of food becomes available.

The Will saves are only required within the testing chambers, not within the feasting hall. Unlike the Hunger Points (see below),

the save DCs are not cumulative between chambers.

As bothersome as that effect is, it is unfortunately only a symptom of the Hunger's real affliction. At the end of any character's sixth round in this area, he or she takes one point of the Hunger. For every additional six rounds in this (or any other) testing chamber, the character takes an additional point. The effects of these points are on the table below:

Points are cumulative, and remain in effect until the character passes from area 490 into area 491. (In other words, the character must gain, or be with a character who gains, the twelfth secret sigil.)

A *wish* or *miracle* spell removes a single point of the Hunger. Additionally, a character who eats in the feasting hall loses a point of the Hunger.

Exiting the Room: The southern doors, through which the PCs entered the room, cannot be reopened. The only exit is via the northern doors. These doors can be opened

at any time, and enter into the southern end of area 483. Once passed through and shut again, those doors then open into the passage leading to area 482, and cannot be used to re-enter this room.

Connections: This area connects to area 483. See the Map of Level 17.

Pathfinder Stats

Use the Pathfinder versions of the four dragons. Increase the age category to old, but treat them as size Huge. Otherwise, no further modifications are needed to run this encounter using Pathfinder.

Old Black Dragon: hp 253

Old Blue Dragon: hp 276

Old Green Dragon: hp 264

Old White Dragon: hp 241

488. RUTHLESSNESS (EL 16)

Summary: Metterak requires those wishing to enter his presence to prove they'll show his enemies no mercy.

Sights and Sounds: This large room has a 40-foot high ceiling and is brightly lit by a series of twelve heatless flames in a circle near the ceiling.

This vast room was built to impress; with its ornate gallery and brightly frescoed walls, it has an atmosphere not unlike an opera-house or other grand performance hall. But where one might expect to see a stage at the center of this theatre in the round, there is instead a large, uneven stone slab set upon three footstones. On this slab sleeps a large gold dragon.

Hunger Points	Effect
1	-1 penalty to Will save
2	-1 penalty to Fort save
3	-1 penalty to Reflex save
4	The preceding penalties are negated, and the character takes 1 negative level
5	-1 penalty to Will save
6	-1 penalty to Fort save
7	-1 penalty to Reflex save
8	The preceding penalties are negated, and the character takes a second negative level ... and so on

The gallery surrounding the room is 20 feet above floor level. There is no staircase leading up to it.

Because the amount of time spent in this area is important (see *The Hunger*, below), keep track of the number of rounds the PCs spend throughout their time here.

Background: Metterak has imprisoned an enemy here--an adult gold dragon named Kirenarath. Kirenarath is chained to the stone slab and is currently under the effect of a binding spell (slumber). The spell can be temporarily dismissed by commanding Kirenarath to wake up.

This test is simple: All the PCs have to do is kill Kirenarath and spill his life blood upon the stone slab. This can be done as a coup-de-gras as Kirenarath sleeps, or, if he's awakened, through combat.

The Stone Table: The stone table is roughly twenty feet across, made of one large, uncarved slab of gray stone supported by three likewise uncarved stone legs. It stands about eight feet tall. Lying on the floor in front of the table is a large, ornate knife with a black blade.

The stone table is a major artifact that ensures the brutality of sacrifice by entrapping the soul of any creature killed upon it (as if by a soul bind spell, but no save is allowed); the soul can then be delivered to whatever deity the table is consecrated to. If a creature is killed upon the table, or killed within ten rounds of having its blood spilled on the table, its soul is trapped within it and the creature cannot be resurrected by any means.

The table is not currently consecrated (Metterak hopes to have it consecrated to himself upon achieving his divinity), so any soul so trapped remains in it for the time being. If the table were destroyed, any souls within (and there may currently be any number of them, at the GM's discretion) would be freed.

The Watchers in the Gallery: When any creature approaches within 20 feet of the stone table, an illusory host of shadowy figures appears along the periphery of the room.

A crowd of dark, translucent forms begins to materialize in the gallery and along the edges of the room--the shadows of a hundred watchers. These forms are indistinct but, though their features are imperceptible, they give the intense impression that they are watching events within the center of the room. Patiently observing.

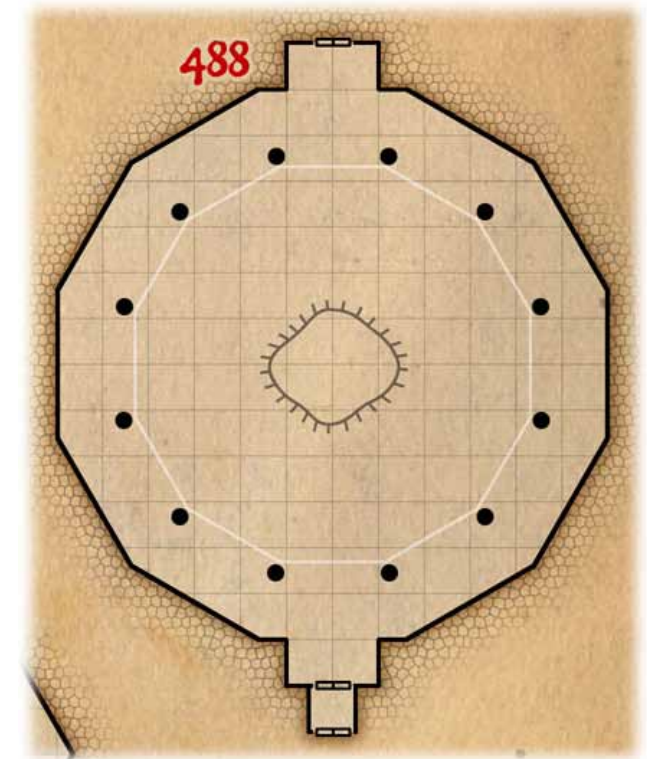
These forms are purely illusion, and although that can be detected as such easily, they continue to give the disconcerting impression of a crowd gathered to watch whatever grisly scene is about to unfold. They mass along the gallery railing and under the archways beneath, dissipating only when the PCs kill Kirenarath or leave this area.

The Frescoes: The paintings on the walls may be of interest to the PCs, and contain some clues about Metterak and his challenges.

Each of the twelve walls features two frescoes--one filling the space below the gallery, and another on the wall above the gallery--for a total of 22 scenes (the walls

around the entrance and exit are heavily decorate, but depict no specific scene). Each painting is nearly 20 feet on a side, and depicts a scene of a red dragon overcoming an enemy--often gruesomely.

On closer examination, it becomes clear that the images above the gallery show a series of related vignettes. In the largest one, a very large red dragon holds dominion over dragons of every color. Other paintings show: scenes of various creatures paying homage and tribute to that dragon; a scene of a titan lying on the very stone table found in this room as a reptilian humanoid in a dark cloak cuts his throat with the same black-bladed knife that lies on the floor nearby.



The frescoes in the lower portion of the room each show the very large red dragon destroying a dragon, a different color dragon in each scene.

Kirenarath: This adult gold dragon slumbers under the effect of a binding spell. He can be killed by coup-de-gras, or he can be awakened, in which case he must be killed by other means if the PCs are to gain the tenth secret sigil.

Kirenarath obviously has no desire to die, and will do his best to avoid it if the PCs wake him. He is chained to the table with a golden shackle that functions like the hedged prison aspect of the binding spell. Destroying the shackle does not allow him to move from the table. He is capable of fighting, and of casting spells, but he cannot leave the table.

Although he's no keener to die than any other creature (and he knows the fate of his soul should he die while on the stone table), it's not inconceivable that Kirenarath might be convinced to serve as a willing sacrifice. If the PCs promise to destroy Metterak and then return to destroy the stone table, a sufficiently high Diplomacy result might convince Kirenarath to accept that fate. The DC for this task varies depending on his initial attitude, which in turn depends on how he was treated immediately upon waking up. (Indifferent is the baseline, but he might be Unfriendly or even Hostile if threatened with force.) Succeeding in convincing Kirenarath requires achieving a DC 10 points higher than that required to alter his attitude to Helpful.

Kirenarath (Adult Gold Dragon): hp 264

The Tenth Secret Sigil: An arcane mark--one of the twelve secret sigils--appears in Kirenarath's blood when it is spilled on the stone table. A Knowledge (arcana) check (DC 16) suggests that the sigil is draconic in nature, but that's all. A DC 20 check confirms that this is one of the twelve secret sigils.

This sigil, the tenth of twelve, benefits evil characters who bear it and alters the alignment of non-evil characters who do so. Correctly inscribing the sigil requires an appropriate DC 20 Craft check. Any character who bears this sigil--either on his or her body, or by carrying any object it is drawn upon--is affected as follows:

- * A non-evil creature becomes evil (other aspects of alignment, such as chaotic or lawful, remain unchanged). This alteration is mental as well as moral, and the individual changed by the magic thoroughly enjoys this new outlook, does not make any attempt to return to his or her former alignment--actually viewing the prospect with horror and avoids it in any way possible. The creature returns to his or her normal alignment when separated from the sigil.

- * A creature who is already evil gains the benefit of a protection from good spell for as long as he or she bears the sigil. This does not apply to creatures that are not normally evil.

Although it may not be obvious to the PCs, only one character within the party needs to bear this sigil to allow them to progress through the Halls of Hunger.

The Hunger: Any creature spending time in this room feels an intensifying and insatiable hunger and thirst. This is the most noticeable symptom of a necromantic effect that slowly eats at creatures as they spend time in the Halls of Hunger.

The desire to eat is overwhelming. Starting the third round after entering the room, each PC must make a Will save each round. The DC is 10 the first round, but increases by 1 each additional round. If the save is failed the character drops whatever he or she is doing and begins to eat, stopping only when no more food is available. In this insatiable state, it takes one full round to eat a day's worth of rations. If the character has access to magical sustenance, such as the create food and water spell, he or she expends all uses of such sustenance. Once all sources of food and drink are gone, the desire to eat subsides for a number of rounds equal to the number of rounds the character spent gorging. After that, the cycle begins again if another source of food becomes available.

The Will saves are only required within the testing chambers, not within the feasting hall. Unlike the Hunger Points (see below), the save DCs are not cumulative between chambers.

As bothersome as that effect is, it is unfortunately only a symptom of the Hunger's real affliction. At the end of any character's sixth round in this area, he or she takes one point of the Hunger. For every additional six rounds in this (or any other) testing chamber, the character takes an additional point. The effects of these points are on the table below:

Hunger Points	Effect
1	-1 penalty to Will save
2	-1 penalty to Fort save
3	-1 penalty to Reflex save
4	The preceding penalties are negated, and the character takes 1 negative level
5	-1 penalty to Will save
6	-1 penalty to Fort save
7	-1 penalty to Reflex save
8	The preceding penalties are negated, and the character takes a second negative level ... and so on

Points are cumulative, and remain in effect until the character passes from area 490 into area 491. (In other words, the character must gain, or be with a character who gains, the twelfth secret sigil.)

A *wish* or *miracle* spell removes a single point of the Hunger. Additionally, a character who eats in the feasting hall loses a point of the Hunger.

Exiting the Room: The southern doors, through which the PCs entered the room, cannot be reopened. The only exit is via the northern doors. These doors can be opened at any time, and enter into the southern end of area 483. Once passed through and shut again, those doors then open into the passage leading to area 482, and cannot be used to re-enter this room.

Connections: This area connects to area 483.

Pathfinder Stats

Use the Pathfinder version of the mature adult gold dragon for Kirenarath. Otherwise, no modifications are needed to run this encounter using Pathfinder.

489. WEALTH

Summary: To be worthy of Metterak's presence, one must prove one's means--and one's generosity toward one's betters.

Sights and Sounds: This room's angled walls are decorated with dark scenes of an enormous red dragon alternately terrorizing and receiving tribute from various species of lesser creatures. The ceiling is 15 feet high.

This angled room is dimly lit except for the large pile of treasure that rests at its center, bathed in a warm, bright light. It's a king's ransom--the like of any dragon hoard, containing possibly as much treasure as you've seen in your entire life.

Because the amount of time spent in this area is important (see The Hunger, below),

keep track of the number of rounds the PCs spend throughout their time here.

Background: The closer one gets to Metterak, the simpler the challenges become. In this instance, Metterak simply requires that the PCs demonstrate their willingness to share the whole of themselves with him by making an insignificant contribution to his hoard. Of course, what counts as insignificant to perhaps the world's most powerful dragon may differ from the PCs' understanding of the word.

The Hoard: The heap of coins, gems, weapons, armor, and art objects is nearly 20 feet across and 10 feet high. An Appraise check (DC 20) puts a quick guess of the value at around 3 million gp. That estimate turns out to be incorrect, though, because nothing in the pile is actually real; on close inspection it all turns out to be worthless glass, tin, and lead clad in gold leaf.

The hoard is encircled by an inscription on the floor--one sentence repeated over and over again all the way around the pile: "To Metterak, Prince of Dragons, give what tribute is a fitting portion of your chattel."

To succeed in this test, the PCs must place upon the pile a single object worth at least 40,000 gp, or two objects worth a total of 50,000 gp, or three worth a total of 60,000 gp. Metterak isn't interested in anyone's castoffs or cheap tat, so no item worth less than 15,000 gp counts toward the total.

Once they do so, a coin dislodges itself from the pile and rolls onto the floor at the feet of the PCs. One side of the coin is decorated with the head of a red dragon; the other contains a secret sigil.

The Eleventh Secret

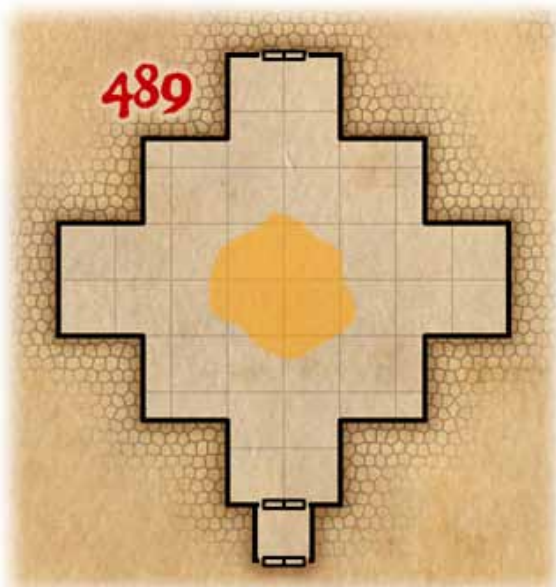
Sigil: An arcane mark--one of the twelve secret sigils--is marked on the back of the coin. A DC 16 Knowledge (arcana) check suggests that it is draconic in nature, but that's all. A check that beats DC 20 confirms that this is one of the twelve secret sigils.

This sigil, the eleventh of twelve, benefits any character who bears it either on his or her body or by carrying any object upon which it is drawn. Correctly inscribing the sigil requires an appropriate DC 20 Craft check. The character gains spell resistance equal to his or her level + 10 (to a maximum of 20).

Although it may not be obvious to the PCs, only one character within the party needs to bear this sigil to allow them to progress through the Halls of Hunger.

The Hunger: Any creature spending time in this room feels an intensifying and insatiable hunger and thirst. This is the most noticeable symptom of a necromantic effect that slowly eats at creatures as they spend time in the Halls of Hunger.

The desire to eat is overwhelming. Starting the third round after entering the room, each PC must make a Will save each round. The DC is 10 the first round, but increases by 1 each additional round. If the save is failed the character drops whatever



he or she is doing and begins to eat, stopping only when no more food is available. In this insatiable state, it takes one full round to eat a day's worth of rations. If the character has access to magical sustenance, such as the create food and water spell, he or she expends all uses of such sustenance. Once all sources of food and drink are gone, the desire to eat subsides for

a number of rounds equal to the number of rounds the character spent gorging. After that, the cycle begins again if another source of food becomes available.

The Will saves are only required within the testing chambers, not within the feasting hall. Unlike the Hunger Points (see below), the save DCs are not cumulative between chambers.

As bothersome as that effect is, it is unfortunately only a symptom of the Hunger's real affliction. At the end of any character's sixth round in this area, he or she takes one point of the Hunger. For every additional six rounds in this (or any other) testing chamber, the character takes an additional point. The effects of these points are on the table below:

Points are cumulative, and remain in effect until the character passes from area 490 into area 491. (In other words, the character must gain, or be with a character who gains, the twelfth secret sigil.)

A *wish* or *miracle* spell removes a single point of the Hunger. Additionally, a character who eats in the feasting hall loses a point of the Hunger.

Exiting the Room: The southern doors, through which the PCs entered the room, cannot be reopened. The only exit is via the northern doors. These doors can be opened at any time, and enter into the southern end of area 483. Once passed through and

Hunger Points	Effect
1	-1 penalty to Will save
2	-1 penalty to Fort save
3	-1 penalty to Reflex save
4	The preceding penalties are negated, and the character takes 1 negative level
5	-1 penalty to Will save
6	-1 penalty to Fort save
7	-1 penalty to Reflex save
8	The preceding penalties are negated, and the character takes a second negative level ... and so on

shut again, those doors then open into the passage leading to area 482, and cannot be used to re-enter this room.

Connections: This area connects to area 483. See the Map of Level 17.

Pathfinder Stats

No modifications are required to run this encounter using Pathfinder.

490. FEALTY

Summary: To gain the twelfth secret sigil, and thus access Metterak's demesne, a character need only swear undying allegiance to the Prince of Dragons.

Sights and Sounds: This room is dark except for a single pool of light at its center.

This dark, six-sided room is completely bare. At its center, a bright circle of light illuminates an area of the floor roughly ten feet across.

The ceiling is 20 feet high.

Because the amount of time spent in this area is important (see The Hunger, below), keep track of the number of rounds the PCs spend throughout their time here.

Background: This is Metterak's final challenge. In some ways, it is the simplest, but in others the most difficult. All one need do to gain the twelfth and final sigil is swear a sincere oath of loyalty to Metterak.

Any creature moving into the circle of light triggers the following message.

A booming voice rings through the chamber. "Kneel before the Prince of Dragons and give to him your undying oath of loyalty. Swear to

honor and heed Metterak above all others, and enter into his greatness."

To pass the test and gain the sigil, a character must kneel and swear to honor and heed Metterak above all others (the wording can vary slightly, but not significantly and not at all in meaning). The swearing character is subject to a discern lies spell; if he or she is not sincere in the oath, or if the character saves against the effect of the spell (Will DC 18), the test is not passed.

A cleric or other divine spellcaster dependent upon the worship of a particular god may make a DC 10 Knowledge (religion) check to recognize that this oath may sever connection to his or her god's grace, limiting or eliminating the cleric's spells.

A character passing the test finds a tattoo-like mark on his or her body--this is the twelfth secret sigil.

The Twelfth Secret Sigil: A character passing Metterak's test finds a tattoo-like mark formed in his or her flesh. The mark is a sigil. A Knowledge (arcana) check (DC 16) suggests that it is draconic in nature, but that's all. A check that beats DC 20 confirms that this is one of the twelve secret sigils.

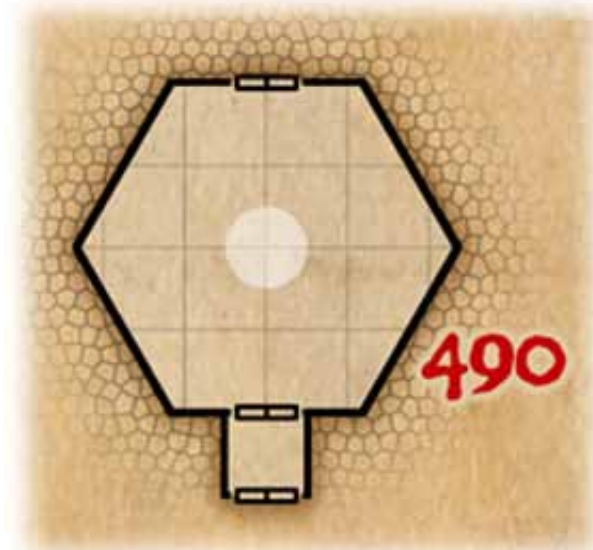
This sigil, the final of twelve, grants the character the ability to summon a red dragon once per day. The dragon's age category is the oldest whose Hit Dice do not exceed the level of the character + 5. (For example, an 18th-level character summons an adult red dragon. Any older dragon would have more than 23 (18+5) Hit Dice.) The summoned dragon appears within 30 feet of the character at a spot of its choosing.

It has an attitude of Indifferent toward the character, and is not compelled to carry out the character's orders. It might be unhappy at having been summoned, but it might also respect any character it believes is an agent of Metterak. The same dragon might be summoned on different days (which may affect its attitude), but that's not necessarily the case.

Like all of the twelve secret sigils, this can be copied and transferred onto other objects or people. However, it grants its power only to individuals who have obtained it by succeeding at this test.

Although it may not be obvious to the PCs, only one character within the party needs to bear this sigil to allow them to progress through the Halls of Hunger.

The Hunger: Any creature spending time in this room feels an intensifying and insatiable hunger and thirst. This is the most noticeable symptom of a necromantic effect



that slowly eats at creatures as they spend time in the Halls of Hunger.

The desire to eat is overwhelming. Starting the third round after entering the room, each PC must make a Will save each round. The DC is 10 the first round, but increases by 1 each additional round. If the save is failed the character drops whatever he or she is doing and begins to eat, stopping only when no more food is available. In this insatiable state, it takes one full round to eat a day's worth of rations. If the character has access to magical sustenance, such as the create food and water spell, he or she expends all uses of such sustenance. Once all sources of food and drink are gone, the desire to eat subsides for a number of rounds equal to the number of rounds the character spent gorging. After that, the cycle begins again if another source of food becomes available.

The Will saves are only required within the testing chambers, not within the feasting hall. Unlike the Hunger Points (see below), the save DCs are not cumulative between chambers.

Hunger Points	Effect
1	-1 penalty to Will save
2	-1 penalty to Fort save
3	-1 penalty to Reflex save
4	The preceding penalties are negated, and the character takes 1 negative level
5	-1 penalty to Will save
6	-1 penalty to Fort save
7	-1 penalty to Reflex save
8	The preceding penalties are negated, and the character takes a second negative level ... and so on

As bothersome as that effect is, it is unfortunately only a symptom of the Hunger's real affliction. At the end of any character's sixth round in this area, he or she takes one point of the Hunger. For every additional six rounds in this (or any other) testing chamber, the character takes an additional point. The effects of these points are on the table below:

Points are cumulative, and remain in effect until the character passes from area 490 into area 491. (In other words, the character must gain, or be with a character who gains, the twelfth secret sigil.)

A *wish* or *miracle* spell removes a single point of the Hunger. Additionally, a character who eats in the feasting hall loses a point of the Hunger.

Exiting the Room: The southern doors, through which the PCs entered the room, cannot be reopened. The only exit is via the northern doors. These doors can be opened at any time, and enter into the southern end of area 483. Once passed through and

shut again, those doors then open into the passage leading to area 482, and cannot be used to re-enter this room.

Connections: This area connects to area 483. If any member of the party bears the twelfth secret sigil, the northern exit instead leads to area 486. See the Map of Level 17.

Pathfinder Stats

No modifications are required to run this encounter using Pathfinder.

491. THE APARTMENT

Summary: The Architect lives in a lavish accommodation just beyond the Halls of Hunger.

Sights and Sounds: The rooms in this area are lit throughout with a warm comfortable light that seems to glow diffusely from the ceiling. Unless otherwise noted, ceilings are twenty feet high, giving the entire area a very open feel. See the individual rooms for specific details.

Background: This is The Architect's home, a lair provided to him by Metterak as part of the compensation for creating the Halls of Hunger. It is intensely luxurious--not a palace in the true sense of the word (it's relatively small), but every bit as opulent and sumptuous. Throughout, the walls are made of fine-grained polished marble and granite trimmed with gold and exotic woods. Fine furniture is lavished with silk drapes and thick cushions. Beautiful frescoes grace the walls, while elegant statuary decorates every hallway and corner. This is the lair of a

creature who enjoys the very best the world--and realms beyond--has to offer, and has the means to obtain almost anything he wants.

This encounter is largely a roleplaying exercise, but it sets up the encounter to follow--which will vary in how it unfolds depending on how the heroes approach this one. As sumptuous as it is, the apartment can be confining, and The Architect spends a great deal of time away. When the PCs arrive, they are met only by the harem. The Architect, however, is immediately alerted to the presence of any intruders in his apartment, and quickly returns. He observes the heroes before taking any action.

Additionally, Teriana may take action against the heroes in this encounter, if she feels it is warranted.

The Chambers: The apartment is made up of eight general areas, as marked on the map.

(A) Foyer: A large semi-circular chamber decked out like an art museum. Dozens of pieces of statuary, from a variety of cultures and styles, sit placidly in decorous pools of light. At the centerpoint of the half-circle a large compass rose is inlayed into the floor. This room is The Architect's "front door," and teleportation circles in a number of locations link directly to it. If the door leading from area 490 is opened from this side, it reveals only a smooth granite wall.

(B) Great Chamber: This is The Architect's central living space. A large circular room is surrounded by columns of veined marble. Sheer drapes between the columns create a sort of passageway around the outside

of the chamber, while the inside, where luxuriant sofas and lounges are scattered about a large, silk-covered bed, is layered in thick carpets. This is where most of the harem (in particular Teriana) are located when the heroes arrive.

(C) Studio: The Architect practices his craft here. Tables scattered about the room display opulent models of other palace-like structures, intricately detailed and often covered in gold leaf and encrusted with tiny jewels. The room is dominated, however, by the second of the black obelisks that power the curse within the Halls of Hunger. (The obelisk is described below.)

(D) Bath: Rome never had it so good. A large tub--or perhaps a small swimming pool--dominates this room.

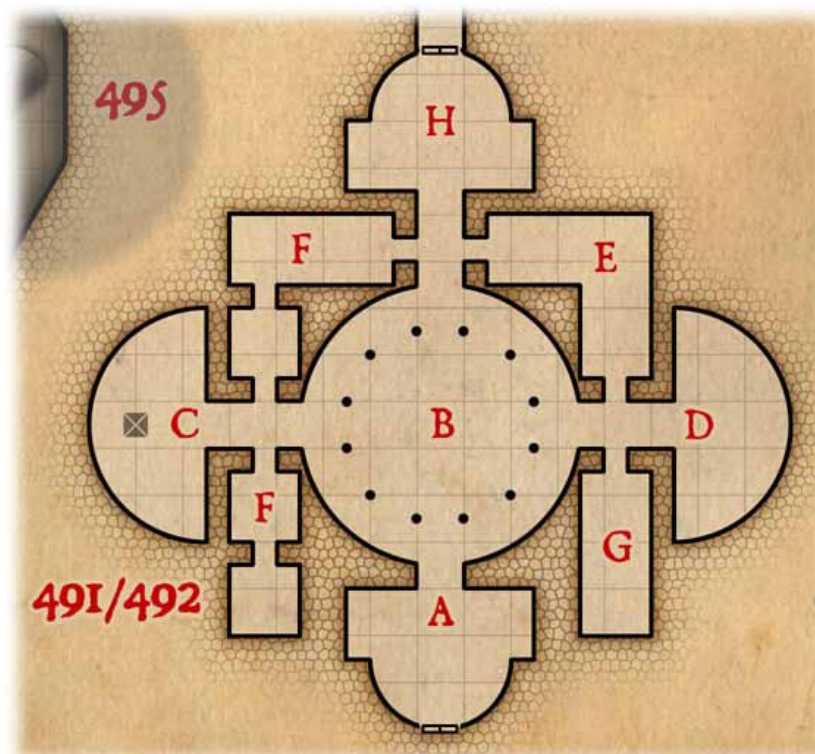
(E) Kitchen: Meals are prepared here. There is a large variety of food, nearly as sumptuous as that in area 483 (and a good deal more exotic)--but none of it contributes to the wasting curse.

(F) Storage and Miscellanea: A series of smallish chambers contains household goods and supplies. It is to this location that The Architect teleports when he detects intruders in the apartment.

(G) Harem: This chamber serves as quarters for those members of the harem not on

duty at any given time. It contains beds and the scant personal effects of the harem members.

(H) Foyer: This is similar to the southern foyer, though the quality of the art here is not quite as extravagant as that in that room (a fact revealed by a DC 21 Appraise check). The compass rose here is a permanent teleportation circle leading to a distant location in the outside world. Unlike conventional teleportation circles, it can only be activated with a command word, so it will not teleport an individual who simply unwittingly (or deliberately) steps on it. Teriana and The Architect know the command word.



The Black Obelisk: A large black obelisk stands in The Architect's studio.

An obelisk, half again as tall as a man, sits upon a square foundation stone. Both are as black as night--a flat, dull black that seems loath to reflect even enough light to define its planes and edges. Every surface of the obelisk is densely inscribed with fine writing.

This device is the storage point for the negative energy gathered by the obelisk in area 481, with which it fuels the effects of the Halls of Hunger. Although the language of the inscriptions is obscure, a DC 35 Spellcraft check reveals its curse-powering function; DC 40 reveals that it receives its energy from some other artifact not too far away.

The black obelisk can be destroyed. It has hardness 8, 100 hp, and break DC 38. If destroyed, it unleashes a burst of negative energy that acts as a mass inflict serious wounds spell (caster level 25th). Destroying the obelisk cuts off the power supply to the Halls of Hunger, ending the hunger effect and the wasting curse. It does not, however, undo any of the curse's effects that have already been bestowed.

The Harem: Fine arts are not the only luxuries The Architect enjoys. His apartments are peopled by twelve concubines, women of a variety of races. These women serve his mundane needs (cooking and laundering, etc.) as well as his more prurient ones, so he has no additional servants. And since the Halls of Hunger (not to mention the upper levels of Dragon's Delve) standing between the apartment and the outside world, the Architect employs no guards.

The harem consists of the following individuals, all of whom are exceptionally attractive and nubile representatives of their races:

Artana, githyanki
Belena, half-elf
Eleanor, halfling
Hreensh, gnoll
Gurnesh, half-orc
Kiketa, human werewolf
Pressentigaila, gynosphinx
Prowess, tiefling
Shilshi, drow
Sitrear, half-celestial elf
Teriana, elf
Vashee, human

All are elegantly bejeweled and clad (insofar as they are clad) in the finest of silks and sheers. Among their jewelry each wears an item that bestows a +2 bonus to Charisma (equivalent to a cloak of charisma +2, and with a moderate aura of transmutation), except Teriana, whose Charisma-enhancing bracelet gives her a +6 bonus.

Other than Teriana, the members of the harem are all 1st-level aristocrats, commoners, or experts, or (in the case of monstrous races) have no class levels, and are not generally inclined to fight. Although they cannot come and go as they please, they are by and large there of their own free will; they do not hate or (for the most part) fear The Architect, and don't generally wish to rebel against or escape him.

Roleplaying Approaches: What happens in this scenario largely depends upon how

the PCs approach it. Most approaches will fall under one of the following general categories described below; determine how the NPCs react accordingly.

In conversation or negotiations with the PCs, Sitrear (half-celestial elf) and Pressentigaila (gynosphinx) are most likely to speak for the group. Should violence be done on any members of the harem (or should it be obviously imminent), Hreensh (gnoll) and Kiketa (human werewolf) are most likely to take action, though Pressentigaila will quickly aid them. Teriana, the only occupant of the apartment who poses any real threat to the heroes, remains as much in the background as possible, taking action only when she can gain real advantage.

Avoid Contact: The heroes attempt to move through the apartment by stealth, without being noticed by its occupants. Kiketa has scent, and will thus likely detect their presence. If she does, she alerts the others and attempts to remain aware of the heroes' general location without getting in their way. The harem have an attitude of Unfriendly toward the PCs. The Architect arrives 2d4 rounds after Teriana becomes aware of the PCs (see area 492), confronting the PCs if they are still present.

Rush Through: The heroes move quickly through the apartment, with minimal interaction with the occupants, trying just to get out of it and on to the Glarias's viewing room. The harem does its best to stay out of the heroes' way, allowing them to pass. They have an attitude of Unfriendly toward

the PCs. The Architect arrives in 2d4 rounds (see area 492), but does not confront the PCs unless they pause within the apartment.

Friendly Approach: The heroes approach the apartment's occupants in a non-hostile manner. The harem gathers for mutual protection, willing to parlay with the heroes but regarding them with mild suspicion. They can be induced to tell details about the apartment and the Architect. They have an attitude of Indifferent toward the PCs so long as the latter are not aggressive. The Architect arrives in 2d4 rounds (see area 492), but observes the heroes for several rounds before confronting them.

Hostile Approach: The heroes attempt to bully the harem, or otherwise display hostility. The harem rushes to stay out of the heroes' way, gathering in small groups for mutual protection. They can be intimidated into telling details about the apartment and the Architect. They have an attitude of Hostile toward the PCs, but do not endanger themselves to impede the heroes except in defense of one another. Teriana takes action only if the heroes begin to pillage the apartment. The Architect arrives in 2d4 rounds (see area 492), confronting the PCs as soon as he is prepared.

Pillage: The heroes begin to loot the apartment's wealth, perhaps threatening the occupants. The harem rushes to stay out of the heroes' way, gathering in small groups for mutual protection. They have an attitude of Hostile toward the PCs, but do not endanger themselves to impede the heroes

except in defense of one another. In the case of widespread damage or looting, Teriana actively moves to protect the black obelisk or, if an opportunity arises that will not endanger the other harem members, to kill one or more of the PCs. The Architect arrives in 2d4 rounds (see area 492), confronting the PCs as soon as he is prepared.

If the heroes question the harem, they may learn the following:

- * The Architect designed the Halls of Hunger. He did so for Metterak, but doesn't currently work for the dragon. Digging deeper: The Architect is a rakshasa and a powerful arcane spellcaster.

- * The Architect is away, but rarely stays away for long. Digging deeper: There's a magical means of transport via the compass rose on the floor of the norther foyer (room H), but none of the harem knows how to use it or exactly where it goes. Even deeper: When he returns, The Architect doesn't always appear there.

- * The Architect is a reasonable man (in the harem's assessment), and may not be hostile to the PCs if they have given him no reason to be. Digging deeper: Some offer of tribute might grease the wheels with him a bit. He is quite wealthy, so any serious offer should not be small.

- * No-one has ever emerged from the Halls of Hunger, at least not in the memory of any current member of the harem.

- * The door in the north wall of the northern foyer (room H) leads to Metterak and Glarias. None of the harem has ever been through that door.

- * The level below the apartment is a dangerous realm of powerful elemental forces unleashed by the raw divinity of Iamon and Glarias.

The harem knows next to nothing about the Mages Four and the Entropy Engine, and they know Metterak only as the Architect's past employer and the dragon prince who owns the Dragon's Delve.

The members of the harem are unarmed, though several members have natural weapons or attacks.

Teriana: One member of the harem is not quite what she appears. Teriana is a high-level rogue/assassin in the Architect's employ. During any interaction with the harem she remains in the background as much as possible, relying on her formidable Bluff skill and nondescript appearance (in the context of other members of the harem) to avoid notice. She knows that the Architect will return in a matter of rounds, and her strategy is to get herself into a position to back him up with a well-timed ambush. Should hostilities commence before the Architect arrives, she takes action only to protect the black obelisk or to prevent widespread looting or destruction of the apartment. Even then, she avoids a stand-up fight if possible, attacking with surprise and preferring to catch isolated characters in situations in which she can dispatch them without other PCs noticing. She attacks with an unarmed strike, which triggers her sneak attack damage and special abilities.

The other members of the harem do not know about Teriana's capabilities. They do

know that she leaves the apartment with the Architect a bit more frequently than the others, but not so often so that they've given it much thought.

The Architect has a permanent telepathic bond with Teriana, through which she informs him of any intruders in the apartment.

Teriana (Lawful Evil)

Female Elf Rogue 10/Assassin 8 CR 18
Medium Humanoid (Elf)

HD 10d6+8d6 **hp** 66

Init +9 **Speed** 30 ft.

AC 15, flat-footed 15, touch 15

BAB/Grapple +13/+15

Attack Unarmed strike +18 (1d3+2)

Full Attack Unarmed strike +18/+13/+8 (1d3+2)

Space/Reach 5 ft./5 ft.

SA Crippling Strike, Death Attack, Sneak Attack +9d6

SQ +2 racial saving throw bonus against enchantment spells or effects, Evasion, Hide in Plain Sight, Improved Uncanny Dodge, Poison Use, Save against Poisons, Trapfinding, Trap Sense Ability +3, Uncanny Dodge

Fort +5, **Ref** +18, **Will** +7

Str 14, **Dex** 20, **Con** 11, **Int** 14, **Wis** 11, **Cha** 16

Languages: Common, Elven

Skills: Bluff +26, Climb +8, Disguise +16, Disguise (act in character) +18, Hide +21, Move Silently +18, Search +19, Sense Motive +15, Spot +18, Tumble +26

Feats: Armor Proficiency (Light), Blind-Fight, Combat Reflexes, Improved Initiative, Improved Unarmed Strike, Iron Will, Persuasive, Simple Weapon Proficiency, Weapon Finesse

Possessions: bracelet of charisma +6

Crippling Strike (Ex): An opponent damaged with Sneak Attack also takes 2 points STR damage.

Death Attack DC 20

Connections: This area connects to area 492 and area 493. See the Map of Level 17.

Pathfinder Stats

In order to run this encounter using Pathrinder, the only modification required is using the Pathfinder version of Teriana. Her *bracelet of alluring charisma* is equivalent to a *headband of alluring charisma*.

TERIANA CR 18

Female Elf Rogue 10/Assassin 10 (Lawful Evil)
Medium humanoid (elf)

Init +9; **Senses** Low-light vision, Perception +28

DEFENSE

AC 16, touch 16, flat-footed 16

hp 94 (20d8)

Fort +6, **Ref** +17, **Will** +9, +2 vs. enchantment spells and effects, +5 vs. poison, +3 Reflex to avoid traps

OFFENSE

Speed 30 ft.

Melee unarmed strike +19/+14/+9 (1d3+2)

Space 5 ft.; **Reach** 5 ft.

Special Attacks Angel of Death, Bleeding Attack, Crippling Strike, Death Attack (DC 23), Poison Use, Quiet Death, Sneak Attack 10d6, Swift Death

STATISTICS

Str 14, **Dex** 21, **Con** 11, **Int** 16, **Wis** 12, **Cha** 16

Base Atk +14; **CMB** +16; **CMD** +32

Feats Alertness, Armor Proficiency, Light, Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Improved Unarmed Strike, Iron Will, Persuasive, Simple Weapon Proficiency, Weapon Finesse

Skills Acrobatics +26, Bluff +24, Climb +23, Disable Device +31, Disguise +24, Perception +28, Perception (Trapfinding) +33, Profession (Courtesan) +8, Sense Motive +26, Sleight of Hand +26, Stealth +26

Languages Common, Elven

Special Qualities Elven Immunities, Elven Magic, Fast Stealth, Hidden Weapons, Hide in Plain Sight, Keen Senses, Slow Reactions, Trapfinding, True Death, Weapon Familiarity

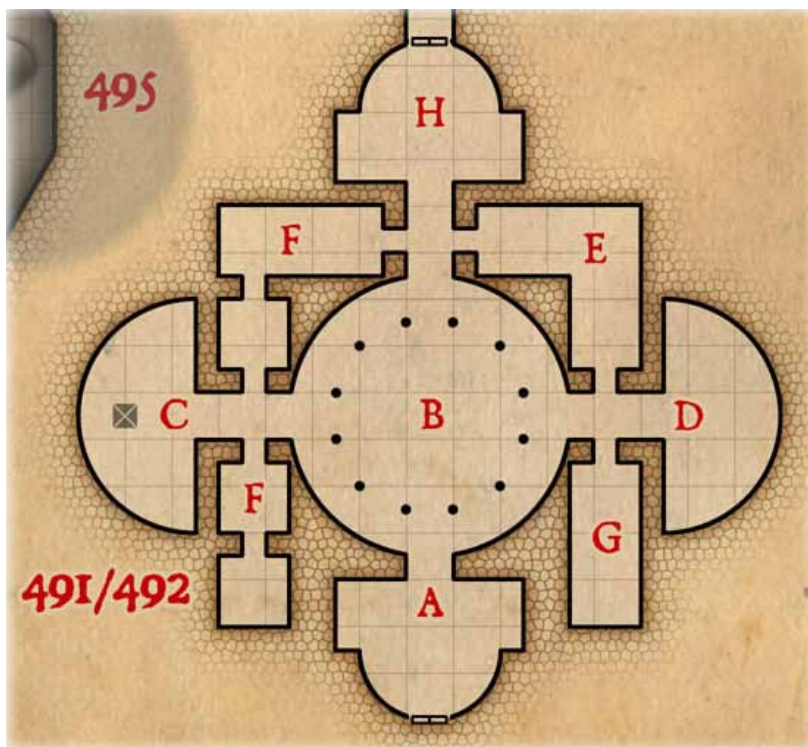
Possessions *bracelet of alluring charisma* +6

492. THE ARCHITECT

Summary: The Architect returns to his apartment, ready to take action against the intruders.

Sights and Sounds: This encounter takes place within the Architect's apartment, as described in area 491.

Background: The Architect has a permanent telepathic bond with Teriana, and she alerts him of the intruders the moment she



becomes aware of them. Within 2d4 rounds, the Architect teleports into the apartment--preferably into the northwest corner of the storage area (room F). If that area is occupied or under the observation of the PCs, Teriana directs him to another location, such as the kitchen (room E), that is out of the way and gives the Architect some mobility under cover.

Once in the apartment, the Architect takes one of two courses of action:

If the PCs Are Already Violent, or If the Architect Cannot Contact Teriana: The Architect takes the following steps to prepare to confront the heroes. Once ready, he attempts to attack with surprise.

1. Cast *time stop* from his scroll.

2. Cast the following on self: *repulsion*, *true seeing*, *spell turning*, *protection from spells*.

If the PCs Are Friendly, or If Their Motives Are Unclear: The Architect observes the characters for a time, with the intent of discerning the group's attitudes, intentions, capabilities, and vulnerabilities. He listens, receives telepathic reports from Teriana, and employs clairaudience/clairvoyance if the situation does not seem rushed. If the PCs seem headed toward violence, he prepares for confrontation (see above). If they seem friendly, he completes his observation when he's confident of their

attitude and casts true seeing, spell turning, and protection from spells on himself before approaching the group.

The Architect: Although evil and ostensibly aligned with Metterak, the Architect has no interest in fighting the PCs if he doesn't need to. Having legitimately passed through the Halls of Hunger, as far as he's concerned these creatures have every right to move on into Metterak's demesne. Besides, a big fight would only damage his fine accommodations.

That having been said, the Architect did not amass his wealth through altruism. If his interactions with the PCs are cordial,

he's happy to let them pass--if they make a payment of tribute. He requests treasure totaling 100,000 gp in value (200,000 gp if the PCs would prefer Metterak not know about their passage). For every 1 point by which the PCs beat him in an opposed Diplomacy check, the Architect lowers his request by 3,000 gp (6,000 if the PCs are paying to keep the info away from Metterak).

If the characters do not meet his demands, or if they are at any time violent, the Architect attacks. Teriana, who will have attempted to maneuver into a position to make a fatal attack, takes action as well. The Architect's general strategy is as follows:

1. Cast *weird* on the PCs
2. Cast *maze* on the party's cleric or other survivor of the weird spell who is not likely to be particularly intelligent
3. Cast *finger of death* on remaining targets

Being in constant telepathic contact with Teriana, the Architect is well aware of where she lurks in the shadows and what she plans to do, so he prioritizes targets that she is not in a position to attack (or characters who are in a strong position to kill her).

The Architect (Lawful Evil)

Rakshasa Sorcerer 11 CR 21

Medium Outsider (Native)

HD 7d8+11d4+54 **hp** 116

Init +2 **Speed** 40 ft.

AC 25, flat-footed 23, touch 12

BAB/Grapple +12/+13

Attack bite +8 (1d6) or claw +13 (1d4+1)

Full Attack claw +13/+13 (1d4+1)

Space/Reach 5 ft./5 ft.

SQ Darkvision 60 ft., DR 15/piercing and good, SR 27, Change Shape, Detect Thoughts, Summon Familiar

Fort +11, **Ref** +12, **Will** +13

Str 12, **Dex** 14, **Con** 16, **Int** 13, **Wis** 13, **Cha** 20

Languages: Common, Infernal

Skills: Bluff +15, Concentration +20, Concentration (Cast defensively) +24, Craft (Stoneworking) +18, Diplomacy +17, Spellcraft +20

Feats: Combat Casting, Craft Wondrous Item, Forge Ring, Lightning Reflexes, Simple Weapon Proficiency, Skill Focus (Craft (Stoneworking)), Spell Focus (Illusion, Conjunction)

Possessions: bracers of armor +4; major ring of energy resistance (electricity); ring of counterspells (fireball); scroll of time stop

Sorcerer - Spells per Day: (6/8/7/7/7/7/6/6/5/ DC: 15 + spell level); 1st-*charm person, mage armor, magic missile, shield, silent image*; 2nd-*acid arrow, bear's endurance, invisibility, knock, levitate*; 3rd- *clairaudience/clairvoyance, fly, haste, major image*; 4th-*remove curse, scrying, shadow conjuration, solid fog*; 5th-*dismissal, dominate person, telepathic bond, teleport*; 6th-*dispel magic, greater, repulsion, true seeing*; 7th-*finger of death, grasping hand, spell turning*; 8th-*maze, protection from spells*; 9th-*weird*

The Architect's Treasures: If the Architect and Teriana are defeated, the apartment is a treasure trove, more than making up for the

lack of treasure in many of the encounters on this level. The major sculptures and other decorative art pieces alone are quite a haul--although many turn out to be copies of greater works, many others (such as frescoes on the walls) can't be removed, and some are simply illusions, there are still three dozen works which, if carefully removed from the premises, average 1500 gp each in value. However, most of these are large pieces requiring special handling to transport.

Additionally, the harem's conventional jewelry totals 24 pieces averaging 500 gp each. And each member of the harem wears a piece of jewelry equivalent to a *cloak of charisma* +2 (except for Teriana's, which is a +6).

Finally, in the Architect's studio (room C) the heroes can find a scroll with *time stop, imprisonment, and teleportation circle*.

Connections: This area connects to area 491 and area 493. See the Map of Level 17.

Pathfinder Stats

Use the Pathfinder version of the Architect. No further modifications are required to run this encounter using Pathfinder.

THE ARCHITECT CR 20

Male Rakshasa Sorcerer 11 (Lawful Evil)
Medium Outsider (Native, Shapechanger)

Init +5; **Senses** Darkvision 60 ft.

DEFENSE

AC 28, touch 15, flat-footed 23

hp 224 (21 HD); DR 15/piercing and good
SR 25

Fort +2, **Ref** +17, **Will** +17

OFFENSE

Speed 40 ft.

Melee bite +13 (1d6+1) or

Melee bite +18 (1d6+3) and claw +13/+13 (1d4+1) or

Melee claw +18/+18 (1d4+3)

Space 5 ft.; **Reach** 5 ft.

Sorcerer Spells Known (CL 18th)

9th (3/day)-*weird* (DC 26)

8th (5/day)-*maze, protection from spells*

7th (6/day)-*finger of death* (DC 22), *grasping hand, spell turning*

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

5th (7/day)-*dismissal* (DC 20), *dominate person* (DC 20), *telepathic bond, teleport* (DC 22)

4th (7/day)-*remove curse, scrying* (DC 19), *shadow conjuration* (DC 21), *solid fog*

3rd (7/day)- *clairaudience/clairvoyance, fly, haste, major image* (DC 20)

2nd (7/day)-*acid arrow, bear's endurance, invisibility, knock, levitate*

1st (8/day)-*charm person* (DC 16), *mage armor, magic missile, shield, silent image* (DC 18)

STATISTICS

Str 16, **Dex** 20 **Con** 22, **Int** 13, **Wis** 13, **Cha** 20

Base Atk +15; **CMB** +18; **CMD** +33

Special Qualities Adaptability, Arcane Bond, Cantrips, Elf Blood, Elven Immunities, Keen Senses, Multitalented

Feats Combat Casting, Craft Wondrous Item, Eschew Materials, Forge Ring, Greater Spell Focus (Conjuration, Illusion), Improved Iron Will, Iron Will, Lightning Reflexes, Martial Weapon Proficiency, Simple Weapon Proficiency, Skill Focus (Craft (Stonemasonry)), Spell Focus (Conjuration, Illusion)

Skills Bluff +26, Craft (Stonemasonry) +28, Diplomacy +18, Knowledge (Arcana) +14, Knowledge (Dungeoneering) +11, Knowledge (Engineering) +9, Sense Motive +18, Spellcraft +23

Possessions *bracers of armor +4, ring of counterspells (fireball), ring of electricity energy resistance, major; scroll of time stop*

493. THE VIEWING ROOM (EL 13)

Summary: A mad cleric of Glarias waits here for a rescue that will never come.

Sights and Sounds: The chambers and hallways in this area are utilitarian in design and unlit. Assuming the PCs have sufficient light, they see the following:

A large double door of strong metal is sealed before you. On its surface, a large stylized dragon looms over the shape of a crescent moon.

The ceilings are 15 feet high.

Background: This area consists of two chambers just outside Glarias's body hangar: a preparation room and a viewing room. Both were used, to one extent or another, in the years following Glarias's capture--perhaps in the process of bringing

the Entropy Engine to bear on the goddess, or perhaps to give Metterak a place to look upon his victim and gloat. In either event, the rooms have not been used by Metterak or his agents in many years.

But that doesn't mean they haven't been used at all.

Decades ago, in a brief period of clarity perhaps allowed by a momentary glitch in the functioning of the Entropy Engine, Glarias was able to send a vision to some of her key followers that included a glimpse of her place of imprisonment. The glimpse was sufficient to allow the use of greater teleport by a band of dedicated followers mounting a rescue attempt. Unfortunately, the powerful magical tides generated by Glarias's presence and the workings of the Entropy Engine distorted the results of that normally reliable spell, and only three of that party ended up at Glarias's prison. Of those three, one remained with Glarias while two others attempted to explore the area and find help (or their missing compatriots). The latter never made it further than the Architect's dinner table (where they were enjoyed under a cream and mushroom sauce); the former, a cleric named Gerifald, remains in this area.

The Door: The door to the preparation room opens inward, but has been jammed by the use of a stone shape spell that has created a ridge of stone inside the door that prevents it from opening. The door has hardness 10, 60 hp, and a break DC of 28. Physical means of opening or bypassing the door are likely to alert Gerifald to the PCs' arrival.

The Preparation Room: Long ago this chamber contained equipment and protective gear for those approaching the volatile body of the captured goddess.

This long room is flanked by a number of deep alcoves on either side. It is empty but for the remains of a small fire, long cold. The walls are covered in hash marks, as if someone has been counting. Whatever number they reached must have been astronomically high.

The fire is many years cold. The hash marks tally well over 6,000. An observant character examining them (Spot DC 21) might notice that the marks near the southern end of the room are neat and orderly, while those toward the northern end are haphazard and unruly. If Gerifald is not immediately seen by the PCs, a Search check (DC 15) finds plenty of signs that the room has been recently occupied.

The Viewing Room: This room has a broad window looking down upon Glarias's face in area 494. The window is sealed by two permanent walls of force, one flush with the wall of this room, and the other flush with the wall of room 494/495. If the PCs shine sufficient light through the window, they can see the face of Glarias in area 494.

A giant, sorrowful face is set in the center of the floor: the soft, rounded countenance of a woman, but forty feet from chin to temple. Like a drowning woman stretching to lift her lips and nose from the still surface of deep water, the face emerges seamlessly from the smooth floor of the chamber.

In the wall above the window a phrase is elegantly engraved in the draconic script. It reads "Give hail to the Prince of Dragons, who counts among his endless hoard the very lives of gods." This is a clue to the passphrase that opens the floor of area 494; the correct utterance is simply "Hail to Metterak, who counts among his endless hoard the very lives of gods."



When the passphrase is uttered within the viewing room or area 494, the floor in the latter area fades into nothingness. Anything on the floor tumbles into the space below, to be caught in the filaments surrounding Glarias.

The floor can be closed by repeating the passphrase (again, in either the viewing room or within area 494). The floor materializes

in area 494. Any creature caught within the space of the materializing floor is bumped harmlessly into area 494.

As in the preparation room, a Search check (DC 15) of this chamber finds plenty of signs that the room has been recently occupied.

Gerifald: Gerifald is a cleric of Glarias who has lived in this area for several decades, awaiting the return of his companions and the opportunity to free his goddess. Over the years' solitude, the intense magical tides surrounding the moon goddess, and repeated exposure to confusion effects, have taken their toll on his mind. He is quite mad.

Gerifald is in the preparation room when the PCs arrive. If he is surprised by the PCs, he attempts to retreat to the viewing room, shutting the door behind him and then attempting to ready himself. If he has time to ready himself (either in the preparation room if he detects the approaching PCs, or in the viewing room if he successfully retreats), he melds with stone, hiding in the wall and listening in on the intruders. If he gets the chance, he casts his buff spells before revealing himself.

Gerifald is not rational. He has completely lost track of how long he's been here, and spends much of his time simply sitting in complete darkness. Other elements of his "daily routine" (he can no longer tell the days apart, much less when they begin or end) include harassing the abyssal guardians in area 494 by casting daylight spells through the window into that space, and taking ethereal jaunts into area 495 to visit Glarias--an activity which does not help his fragile

mental state. He now believes he is the sole guardian of Glarias, and has come to doubt whether the outside world continues to exist without his goddess in it. Simultaneously, he believes his comrades will return with a host of Glarias's followers--any day now--to rescue him and his goddess.

Caught between these conflicting beliefs, Gerifald is suspicious of the PCs, but also desperate to welcome them and their help. If he manages not to be detected by them, he attempts to observe long enough to determine if the PCs are friends or enemies of Glarias. (The idea that they might be neither does not occur to him.) If confronted by the group, he attempts to prevent them from entering area 494 until he is satisfied they are friends. He may use discern lies or subject the PCs to a zone of truth.

Gerifald knows the following, but does not generally volunteer information. (It's not so much that he's unwilling to talk, but because he's lost the ability to recognize what information might be significant to others.)

- * The face on the floor is not actually Glarias. She is below it.
- * The floor can be opened using a passphrase. Gerifald knows the phrase, but will not utter it. "Just do what the writing says," is his advice to anyone keen to open the floor.
- * There are several dangerous creatures in area 494. Fighting them means losing one's mind.
- * He knows nothing about the four sacraments, but if the first three are described to him he can identify the fourth as an antimimension.

If Gerifald believes the PCs are friends of Glarias, he implores them to free the moon goddess. (He may attempt to cast *geas/quest* on one of them, or might suggest they subject themselves to atonement.) He is not inclined to believe the group if they tell him they can't--why would they have come if they weren't able to free her?

If he believes they are enemies of Glarias, or "friends" who are unwilling to aid her, Garifald attempts to prevent them from seeing the goddess; this includes attacking the group.

Garifald (Chaotic Good)

Human Cleric 13 CR 13

Medium Humanoid (Human)

HD 13d8-13 **hp** 49

Init +1 **Speed** 20 ft.

AC 22, flat-footed 21, touch 11

BAB/Grapple +9/+10

Attack Mace +2 (Light/Ghost touch) +13 (1d6+3)

Full Attack Mace +2 (Light/Ghost touch) +13/+8 (1d6+3)

Space/Reach 5 ft./5 ft.

Fort +7, **Ref** +5, **Will** +14

Str 13, **Dex** 12, **Con** 8, **Int** 11, **Wis** 18, **Cha** 12

Languages: Common

Skills Concentration +10, Diplomacy +6, Heal +9, Knowledge (history) +3, Knowledge (religion) +10, Knowledge (the planes) +4, Spellcraft +10

Feats Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency

(Medium), Empower Spell, Heighten Spell, Iron Will, Power Attack, Quicken Spell, Shield Proficiency, Simple Weapon Proficiency, Weapon Focus (Mace (Light))

Possessions: *full plate* +3, *light mace* +2 *ghost touch*

Prepared Spells: Cleric (CL 13): 0th-*create water*, *detect magic* (2), *guidance* (DC 14), *light*, *resistance* (DC 14); 1st-*command* (DC 15), *comprehend languages*, *detect evil*, *protection from evil* (DC 15), *remove fear* (DC 15), *sanctuary* (DC 15), *shield of faith* (DC 15); 2nd- *aid*, *bear's endurance* (DC 16), *bull's strength* (DC 16), *consecrate*, *eagle's splendor* (DC 16), *owl's wisdom* (DC 16), *zone of truth* (DC 16); 3rd- *continual flame*, *create food and water*, *daylight* (2), *magic circle against evil* (DC 17), *meld into stone*; 4th-*air walk*, *cure critical wounds* (DC 18), *discern lies* (DC 18), *freedom of movement* (DC 18), *sending*, *tongues* (DC 18); 5th-*atonement* (2), *dispel evil* (DC 19), *flame strike* (DC 19); 6th-*blade barrier* (DC 20), *geas/quest*, **mislead*; 7th-*ethereal jaunt*, **spell turning*

Connections: This area connects to area 491 and area 494. See the Map of Level 17.

Pathfinder Stats

Replace mentions of the Search and Spot skill with Perception checks of equal difficulty, and use the Pathfinder version of Gerifald. No further modifications are needed to run this encounter using Pathfinder.

GARIFALD CR 13

Male Human Cleric 14 (Chaotic Good)

Medium Humanoid (Human)

Init +1; **Senses** Perception +4

DEFENSE

AC 23, touch 11, flat-footed 22

hp 53 (14 HD)

Fort +8, **Ref** +5, **Will** +15

Defensive Abilities Bit of Luck (7/day), Good Fortune (2/day)

OFFENSE

Speed 20 ft.

Melee mace +2 (light/ghost touch) +14/+9 (1d6+3)

Space 5 ft.; **Reach** 5 ft.

Prepared Spells (CL 14th)

7th-*ethereal jaunt*, **spell turning*

6th-*blade barrier* (DC 20), *geas/quest*, **mislead*

5th-*atonement* (2), *dispel evil* (DC 19), *flame strike* (DC 19)

4th-*air walk*, *cure critical wounds* (DC 18), *discern lies* (DC 18), *freedom of movement* (DC 18), *sending*, *tongues* (DC 18)

3rd-*continual flame*, *create food and water*, *daylight* (2), *magic circle against evil* (DC 17), *meld into stone*

2nd-*aid*, *bear's endurance* (DC 16), *bull's strength* (DC 16), *consecrate*, *eagle's splendor* (DC 16), *owl's wisdom* (DC 16)

1st-*command* (DC 15), *comprehend languages*, *detect evil*, *protection from evil* (DC 15), *remove fear* (DC 15), *sanctuary* (DC 15)

0th-*detect magic*, *guidance* (DC 14), *light*, *resistance* (DC 14)

Diety Glarias **Domains** good, luck

STATISTICS

Str 13, **Dex** 12, **Con** 8, **Int** 11, **Wis** 18, **Cha** 12

Base Atk +10; **CMB** +11; **CMD** +22

Feats Armor Proficiency, Heavy, Armor Proficiency, Light, Armor Proficiency, Medium, Cleave, Empower Spell, Heighten Spell, Iron Will, Power Attack, Quicken Spell, Shield Proficiency, Simple Weapon Proficiency, Weapon Focus (Mace (Light))

Skills Diplomacy +12, Heal +11, Knowledge (history) +8, Knowledge (planes) +8, Knowledge (religion) +13, Spellcraft +13

Languages Common

Special Qualities Bonus Feat, Holy Lance (2/day), Orisons, Skilled, Spontaneous Casting, Touch of Good (7/day)

Possessions full plate +3; mace +2 (light/ghost touch)

Bit of Luck (Sp) Garifald can touch a willing creature as a standard action, giving it a bit of luck. For the next round, any time the target rolls a d20, he may roll twice and take the more favorable result. Garifald can use this ability 7 times per day.

Good Fortune (Ex) As an immediate action, Garifald can reroll any one d20 roll that he has just made before the results of the roll are revealed. He must take the result of the reroll, even if it's worse than the original roll. He can use this ability 2 times per day.

Holy Lance (Su) Garifald can give a weapon he touches the Holy special weapon quality for 14 rounds. He can use this ability 2 times per day.

Touch of Good (Sp) Garifald can touch a creature as a standard action, giving it a +7 sacred bonus on attack rolls, skill checks, ability checks, and saving throws for 1 round. He can use this ability 7 times per day.

494. THE CHAMBER OF ANGUISH (EL 17)

Summary: In this giant chamber the moon goddess Glarias's face looks up from her suffering.

Sights and Sounds: This area is completely dark. If the PCs have adequate light they see the following.

The twelve walls of this enormous chamber are carved in an intricate array of geometric and abstract patterns, and curve to join one another in the high vaulting of the ceiling above. But the most astonishing feature is the giant, sorrowful face in the center of the floor: the soft, rounded face of a woman, but forty feet from chin to temple. Like a drowning woman stretching to lift her lips and nose from the still surface of deep water, the face emerges seamlessly from the smooth floor of the chamber.

The very air in this room is steeped in an intense sense of anguish, which pulls like an anchor tied to your heart.

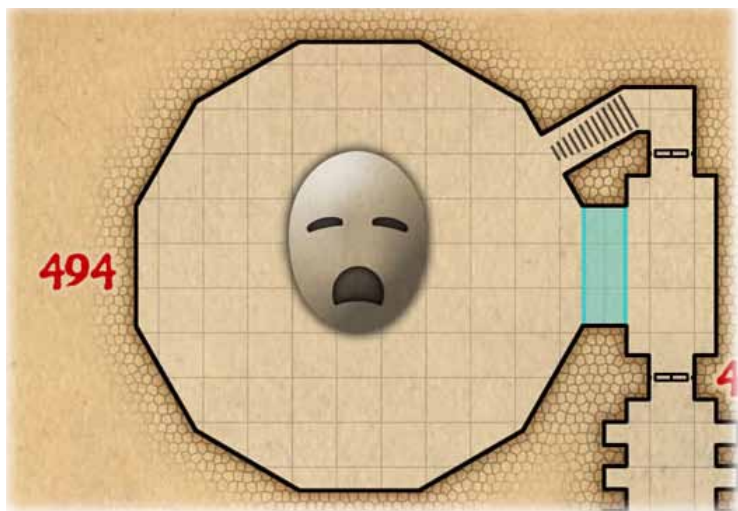
The ceiling is roughly 80 feet overhead (and probably in darkness, depending on the characters' light sources). Characters listening (Listen DC 5) can hear a faint, irregular rumble, like distant thunder. It seems to come from beneath the floor of the chamber.

Background: Metterak built this chamber to imprison the captured goddess Glarias in a form that echoes that of Iamon and the chamber in which his body rests. While the room looks similar, however, Metterak recognized that Glarias's living status meant she might attract followers, or others seeking to free her for their own ends. As a result, while this chamber is similar in design to area 478, it's really a false access point. The face in the floor is a model of Glarias's--not the real thing.

Like area 478, the floor of the room opens up, which reveals the entirety of Glarias's body.

Aura of Anguish: This area is blanketed in a terrible aura, an echo of the anguish Glarias experiences as the Entropy Engine literally sucks away her divine life. A creature entering the area immediately feels the weight of this aura as a burden upon his or her soul--an intense feeling of sorrow and despair. On the second round after entering, the creature becomes shaken. On the fourth round, the creature loses interest in everything other than the intense sensation of despair, and becomes fascinated. This fascination can be broken in the usual manner (by being threatened, attacked, or shaken out of it), but recurs at the end of four more rounds. No saving throw applies to either effect. The shaken condition lasts until the creature gets 8 hours of rest.

The Abyssal Guardians: To confound those who would reach and perhaps free Glarias, Metterak has summoned four demonic guardians that lurk in the darkness near the ceiling of the chamber. These black



and yet calm, and its eyes are closed. The eyes open when anyone touches the face or calls out Glarias's name while within 15 feet of the face.

On each eye, where the iris should be, is marked a permanent symbol of insanity. These symbols activate when the eyes open, affecting all living creatures in the room. The eyes close 10 minutes after opening.

The Window: The window looking into this room from area 493 is sealed by two permanent walls of force, one flush with the wall of this room, and the other flush with the wall of overlooking room.

Connections: This area connects to area 493 and area 495. See the Map of Level 17.

Pathfinder Stats

Replace mentions of Listen checks with Perception checks of equal difficulty, and use the Pathfinder version of the abyssal basilisk (modified as described above). No further modifications are needed to run this encounter using Pathfinder.

Abyssal Guardian (4): hp 189

495. GLARIAS'S BODY HANGAR

Summary: Glarias's body stands imprisoned in this tall, coffin-like chamber.

Sights and Sounds: This chamber is identical to area 494 (in fact, it's the same place), except the lack of a floor exposes a deep shaft. The area is dimly lit by the

shifting light of chaotic elemental forces surging up from Level 18.

An enormous shaft--well over 100 feet wide--drops an indeterminate distance into the depths. The pale body of the god stands within the shaft. At her shoulder level--perhaps 100 feet from the ceiling above--a network of white filaments, like the webs of a million insane spiders, stretches between her body and the walls of the chamber. The network quickly becomes dense enough to block sight down the shaft, but from somewhere deep within it comes ominous flickering bursts of light and chaotic rumbles like distant thunder.

The very air in this room is steeped in an intense sense of anguish. Despite the chaos and excitement, it pulls like an anchor tied to your heart.

This shaft extends down well over 400 feet, opening not just here at Level 17, but also at Levels 18 and 19. It contains the entirety of Glarias's body, which hovers within it. The view downward is blocked, however, by the network of dense, weblike filaments.

Background: This is the full chamber created by Metterak to imprison Glarias. If it seems like a mirror of the chamber containing Iamon's remains, that's by design. Indeed, the moon goddess can take many forms, and Metterak forced her into this one precisely because he desired a mirror to Iamon's containment. (Whether that has greater than aesthetic significance to Metterak is unknown, as is the source of his fascination with the number twelve which, observant PCs may have noticed, crops up with almost alarming regularity throughout Level 17.) This area has no floor, but it is effectively blocked by a network of sticky, life-draining filaments about

beasts resemble segmented serpents with large, cloak-like wings. Use the stats for an abyssal greater basilisk, except give the creature a fly speed of 40 feet (poor) and replace the creature's gaze attack with an aura of confusion (see below). The abyssal guardians relentlessly attack any creatures in the chamber. They will pursue their targets into area 495, but not into area 493.

Aura of Confusion (Su): Any hostile creature within a 20-foot radius of the abyssal guardian must succeed on a DC 21 Will save to resist the effect of this aura. Those who fail become confused for 18 rounds or until they successfully hit the abyssal guardian that generated the aura. A creature that has resisted or broken the effect cannot be affected again by the same abyssal guardian's aura for 24 hours.

Abyssal Guardian (4): hp 189

The False Glarias: The face rising from the floor is identical to Glarias's, but is merely a copy of it. Its expression is at once both pained

100 feet below the cavern's ceiling. Should characters somehow work their way through the filaments, they would face the powerful and dangerous elemental forces pouring out of the entrance to Level 18 (see area 479).

Aura of Anguish: This area is blanketed in a terrible aura, an echo of the anguish Glarias experiences as the Entropy Engine literally sucks away her divine life. A creature entering the area immediately feels the weight of this aura as a burden upon his or her soul; an intense feeling of sorrow and despair. On the second round after entering, the creature becomes shaken. On the fourth round, the creature loses interest in everything other than the intense sensation of despair, and becomes fascinated. This fascination can be broken in the usual manner (by being threatened, attacked, or shaken out of it), but recurs at the end of four more rounds. No saving throw applies to either effect. The shaken condition lasts until the creature gets 8 hours of rest.

Glarias: The moon goddess stands within this great chamber, her form that of a beautiful human woman--except well over 300 feet tall. Her upraised face bears an expression that is at once both pained and yet serene, her eyes closed. Her presence provides an opportunity few mortals ever experience: The chance to contact, directly and physically, a living god.

Glarias rests in a pained dream state and she does not respond to any attempt to speak with her. A character who physically touches her and spends a full round concentrating, however, experiences

a dream-like trance invaded by fleeting glimpses of Glarias's tortured psyche. The character must make a Will save (DC 15). If the save is failed, the character is affected as though by a confusion spell for 2d6 hours (the caster is Glarias). If it is successful, the character is affected as though he or she had cast commune with Glarias.

Unfortunately, after having been imprisoned for several centuries, Glarias may not be able to answer many questions accurately. A character under a geas to free Glarias (see area 3), or simply interested in doing so, may want to know the location of the fourth sacrament necessary to re-consecrate the temple on Level 7 (area 200). It is an antimimension, and it is currently located near her feet on Level 20.

The Filaments: Starting at the level of her shoulders, a dense network of white, weblike filaments stretch between Glarias's body and the walls of the chasm in which she hangs. These become thicker and denser further down the chamber, so that at about breast level they virtually fill the space between Glarias and the walls. The filaments are very much like the strands of a web spell, except that they are not flammable.

These filaments anchor Glarias, but they are more than that--they are also the conduits that drain her divinity and channel it into the Entropy Engine. A character examining the filaments closely might note that they don't simply stick to Glarias's flesh--they penetrate it, forming vein-like structures just under the skin.

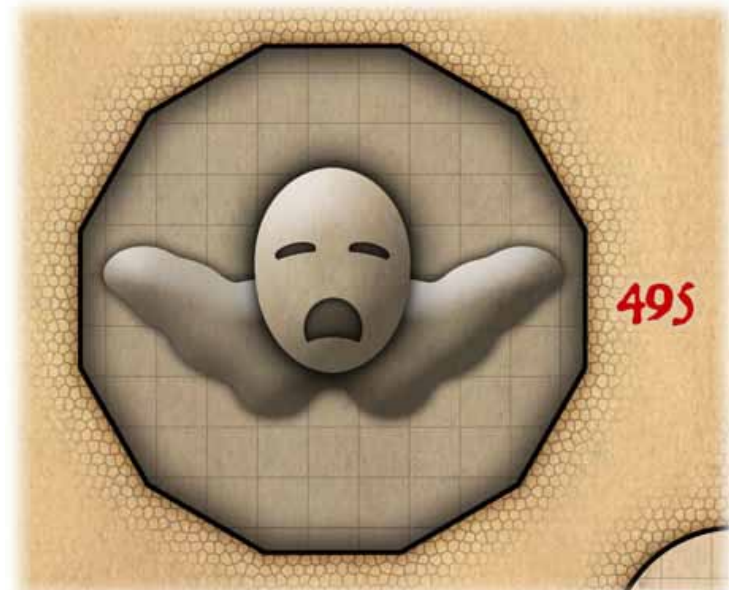
Any creature falling into or otherwise entering the area of the filaments is affected as if by a web spell. Furthermore, a creature entangled within the filaments for more than one round finds them branching and spreading across his or her skin. If not freed, a character remaining within the filaments suffers one negative level per hour until dead.

The Window: The window looking into this room from area 493 is sealed by two permanent walls of force, one flush with the wall of this room, and the other flush with the wall of overlooking room.

Connections: This area connects to area 494. See the Map of Level 17.

Pathfinder Stats

No modifications are required to run this encounter using Pathfinder.



APPENDIX A: MONSTERS & NPCS

The Architect (Lawful Evil) (Room 492)

Rakshasa Sorcerer 11 CR 21

Medium Outsider (Native)

HD 7d8+11d4+54 hp 116

Init +2 Speed 40 ft.

AC 25, flat-footed 23, touch 12

BAB/Grapple +12/+13

Attack bite +8 (1d6) or claw +13 (1d4+1)

Full Attack claw +13/+13 (1d4+1)

Space/Reach 5 ft./5 ft.

SQ Darkvision 60 ft., DR 15/piercing and good, SR 27, Change Shape, Detect Thoughts, Summon Familiar

Fort +11, Ref +12, Will +13

Str 12, Dex 14, Con 16, Int 13, Wis 13, Cha 20

Languages: Common, Infernal

Skills: Bluff +15, Concentration +20, Concentration (Cast defensively) +24, Craft (Stoneworking) +18, Diplomacy +17, Spellcraft +20

Feats: Combat Casting, Craft Wondrous Item, Forge Ring, Lightning Reflexes, Simple Weapon Proficiency, Skill Focus (Craft (Stoneworking)), Spell Focus (Illusion, Conjunction)

Possessions: *bracers of armor +4; major ring of energy resistance (electricity); ring of counterspells (fireball); scroll of time stop*

Sorcerer - Spells per Day: (6/8/7/7/7/7/6/6/5/DC: 15 + spell level); 1st-*charm person, mage armor, magic missile, shield, silent image*; 2nd-*acid arrow, bear's endurance, invisibility, knock, levitate*; 3rd- *clairaudience/clairvoyance, fly, haste, major image*; 4th-*remove curse, scrying, shadow conjuration, solid fog*; 5th-*dismissal, dominate person, telepathic bond, teleport*; 6th-*dispel magic, greater, repulsion, true seeing*; 7th-*finger of death, grasping hand, spell turning*; 8th-*maze, protection from spells*; 9th-*weird*

The Architect's Treasures: If the Architect and Teriana are defeated, the apartment is a treasure trove, more than making up for the lack of treasure in many of the encounters on this level. The major sculptures and other decorative art pieces alone are quite a haul--although many turn out to be copies of greater works, many others (such as frescoes on the walls) can't be removed, and some are simply illusions, there are still three dozen works which, if carefully removed from the premises, average 1500 gp each in value. However, most of these are large pieces requiring special handling to transport.

Additionally, the harem's conventional jewelry totals 24 pieces averaging 500 gp each. And each member of the harem wears a piece of jewelry equivalent to a *cloak of charisma* +2 (except for Teriana's, which is a +6).

Corinth (Chaotic Evil) (Room 476)

Ghul Rogue 16 CR 18

Medium Undead

HD 16d6+16 hp 75 Init +11 Speed 30 ft.

AC 25, flat-footed 25, touch 18

BAB/Grapple +16/+16

Attack +3 frost rapier +22 (1d6+7 plus 1d6 cold plus 8d6 sneak attack)

Full Attack +3 frost rapier +22/+17/+12 (1d6+7 plus 1d6 cold plus 8d6 sneak attack)

Space/Reach 5 ft./5 ft.

SA Crippling strike, sneak attack +8d6, paralysis, exhalation of death

SQ Defensive Roll, Improved Evasion, Improved Uncanny Dodge, Trapfinding, Trap Sense Ability, Uncanny Dodge, Lifelike

Fort +6, Ref +17, Will +6

Str 18, Dex 24, Con 12, Int 10, Wis 13, Cha 8

Languages: Common

Skills: Balance +9; Bluff +9; Climb +14; Escape Artist +17; Hide +38; Jump +6; Listen +18; Move Silently +28; Open Lock +22; Search +15; Sleight of Hand +19; Spot +22; Tumble +26; Use Magic Device +9; Use Rope +7; Use Rope (bind someone) +9

Feats: Alertness, Combat Reflexes, Dodge, Improved Initiative, Mobility, Stealthy, Weapon Finesse

Possessions: *Belt of Giant Strength +4; Boots of Speed; Gloves of Dexterity +4; Mithral Shirt +3; Rapier +3 (Frost); Ring of Protection +2; Ring of Chameleon Power*

Calabar (Chaotic Evil) (Room 476)

Ghul Wizard 16 CR 18

Medium Undead

HD 16d4 **hp** 42 **Init** +1 **Speed** 30 ft.

AC 18, flat-footed 17, touch 15

BAB/Grapple +7/+7

Attack +7 touch (paralysis)

Full Attack +7/+2 touch (paralysis)

Space/Reach 5 ft./5 ft.

SA Spells, paralysis, exhalation of death

SQ Immunity to magic sleep effects, +2 racial saving throw bonus against enchantment spells or effects, Elven Blood, Summon Familiar, Lifelike

Fort +8, **Ref** +9, **Will** +17

Str 8, **Dex** 12, **Con** 10, **Int** 22, **Wis** 14, **Cha** 12

Languages: Common

Skills: Bluff +10; Concentration +19; Concentration (cast defensively) +23; Craft (Alchemy) +7; Decipher Script +16; Diplomacy +11; Knowledge (arcana) +21; Knowledge (dungeoneering) +16; Knowledge (history) +16; Knowledge (the planes) +16; Spellcraft +27

Feats: Brew Potion, Combat Casting, Extend Spell, Iron Will, Maximize Spell, Quicken Spell, Scribe Scroll, Silent Spell, Still Spell

Possessions: *Amulet of Natural Armor* +3; *Cloak of Resistance* +3; *Gloves of Dexterity* +2; *Ring of Protection* +4

Prepared Spells: 1st - *burning hands* (DC 17), *feather fall*, *magic missile* (x3), *obscuring*

mist; 2nd - *blur*, *darkness* (x2), *detect thoughts* (x2) (DC 18), *web* (DC 18); 3rd - *arcane sight*, *dispel magic* (x2), *haste*, *vampiric touch*; 4th - *black tentacles*, *enervation*, *fear* (DC 20), *invisibility*, *greater* (x2); 5th - *cone of cold* (DC 21), *dismissal* (DC 21), *dominate person* (x2) (DC 21), *telepathic bond*; 6th - *eyebite* (DC 22), *forceful hand*, *true seeing* (x2); 7th - *forcecage*, *spell turning*, *waves of exhaustion* (DC 23) 8th - *horrid wilting* (DC 24), *summon monster VIII*

Lifelike (Su): Though undead, ghul's bodies continue to go through the motions of life--breathing, eating, and even resting in a form that appears to be sleep. This makes it more difficult to determine that a ghul is truly undead (+5 to all Knowledge check DCs to determine information about a ghul). It also allows a ghul to maintain a Constitution score, unlike most undead, adding its Con bonus to hit dice, Fortitude saves, skill checks, and the DC of innate attacks. Their apparent vitality is a necromatic illusion, however, and ghuls are as immune to biological weaknesses as other undead are.

Paralysis (Ex): Any creature hit by a ghul's melee attack (even if the ghul is using a weapon) is exposed to a paralysis effect. This special attack renders the victim immobile. Paralyzed creatures cannot move, speak, or take any physical actions. The creature is rooted to the spot, frozen and helpless. Paralysis works on the body, and a target can resist it with a Fortitude saving throw (DC 10 + 1/2 ghul's total HD + ghul's Con modifier). On a failed save, the target is paralyzed for 1d4+1 rounds.

Unlike hold person and similar effects, a paralysis effect does not allow a new save each round. A winged creature flying in the air at the time that it is paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown.

Exhalation of Death (Su): Unlike a typical ghoul, ghuls do not carry the stench of the grave with them everywhere they go. The horrendous odor does exist within their rotting bodies, however, and as a standard action can be brought forth with a powerful breath. This breath weapon attack fills a 60-foot-cone. Living creatures within the area must succeed at a Fortitude save (DC 10 + 1/2 ghul's total HD + ghul's Con modifier) or be nauseated for 1d6+4 rounds and sickened for 1d6+4 minutes. A creature that successfully saves cannot be affected again by any ghul's exhalation of death for 24 hours. A neutralize poison spell removes the effect from a sickened creature. Creatures with immunity to poison are unaffected by this ability. Creatures resistant to poison receive their normal bonus on this saving throw.

A creature killed while under the effects of an exhalation of death becomes a ghost if it had 5 or fewer hit dice or a ghul if it had 6 or more. It rises in undeath 1d6 hours after being slain. A remove curse, neutralize poison, or similar spell cast on its body during this incubation period may prevent the corpse from becoming undead. The caster of such a spell must make a caster level check (DC 10 + HD of ghul that affected the target with exhalation of

death). If the check is successful, the corpse does not become an undead.

Garifald (Chaotic Good) (Room 493)

Human Cleric 13 CR 13

Medium Humanoid (Human)

HD 13d8-13 **hp** 49

Init +1 **Speed** 20 ft.

AC 22, flat-footed 21, touch 11

BAB/Grapple +9/+10

Attack Mace +2 (Light/Ghost touch) +13 (1d6+3)

Full Attack Mace +2 (Light/Ghost touch) +13/+8 (1d6+3)

Space/Reach 5 ft./5 ft.

Fort +7, **Ref** +5, **Will** +14

Str 13, **Dex** 12, **Con** 8, **Int** 11, **Wis** 18, **Cha** 12

Languages: Common

Skills Concentration +10, Diplomacy +6, Heal +9, Knowledge (history) +3, Knowledge (religion) +10, Knowledge (the planes) +4, Spellcraft +10

Feats Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Empower Spell, Heighten Spell, Iron Will, Power Attack, Quicken Spell, Shield Proficiency, Simple Weapon Proficiency, Weapon Focus (Mace (Light))

Possessions: *full plate* +3, *light mace* +2 *ghost touch*

Prepared Spells: Cleric (CL 13): 0th-*create water*, *detect magic* (2), *guidance* (DC 14), *light*, *resistance* (DC 14); 1st-*command* (DC

15), *comprehend languages*, *detect evil*, *protection from evil* (DC 15), *remove fear* (DC 15), *sanctuary* (DC 15), *shield of faith* (DC 15); 2nd- *aid*, *bear's endurance* (DC 16), *bull's strength* (DC 16), *consecrate*, *eagle's splendor* (DC 16), *owl's wisdom* (DC 16), *zone of truth* (DC 16); 3rd- *continual flame*, *create food and water*, *daylight* (2), *magic circle against evil* (DC 17), *meld into stone*; 4th- *air walk*, *cure critical wounds* (DC 18), *discern lies* (DC 18), *freedom of movement* (DC 18), *sending*, *tongues* (DC 18); 5th- *atonement* (2), *dispel evil* (DC 19), *flame strike* (DC 19); 6th- *blade barrier* (DC 20), *geas/quest*, **mislead*; 7th- *ethereal jaunt*, **spell turning*

Teriana (Lawful Evil) (Room 491)

Female Elf Rogue 10/Assassin 8 CR 18

Medium Humanoid (Elf)

HD 10d6+8d6 **hp** 66

Init +9 **Speed** 30 ft.

AC 15, flat-footed 15, touch 15

BAB/Grapple +13/+15

Attack Unarmed strike +18 (1d3+2)

Full Attack Unarmed strike +18/+13/+8 (1d3+2)

Space/Reach 5 ft./5 ft.

SA Crippling Strike, Death Attack, Sneak Attack +9d6

SQ +2 racial saving throw bonus against enchantment spells or effects, Evasion, Hide in Plain Sight, Improved Uncanny Dodge, Poison Use, Save against Poisons, Trapfinding, Trap Sense Ability +3, Uncanny Dodge

Fort +5, **Ref** +18, **Will** +7

Str 14, **Dex** 20, **Con** 11, **Int** 14, **Wis** 11, **Cha** 16

Languages: Common, Elven

Skills: Bluff +26, Climb +8, Disguise +16, Disguise (act in character) +18, Hide +21, Move Silently +18, Search +19, Sense Motive +15, Spot +18, Tumble +26

Feats: Armor Proficiency (Light), Blind-Fight, Combat Reflexes, Improved Initiative, Improved Unarmed Strike, Iron Will, Persuasive, Simple Weapon Proficiency, Weapon Finesse

Possessions: bracelet of charisma +6

Crippling Strike (Ex): An opponent damaged with Sneak Attack also takes 2 points STR damage.

Death Attack DC 20

PATHFINDER STATS

THE ARCHITECT CR 20 (Room 492)

Male Rakshasa Sorcerer 11 (Lawful Evil)

Medium Outsider (Native, Shapechanger)

Init +5; **Senses** Darkvision 60 ft.

DEFENSE

AC 28, touch 15, flat-footed 23

hp 224 (21 HD); **DR** 15/piercing and good

SR 25

Fort +2, **Ref** +17, **Will** +17

OFFENSE

Speed 40 ft.

Melee bite +13 (1d6+1) or

Melee bite +18 (1d6+3) and claw +13/+13 (1d4+1) or

Melee claw +18/+18 (1d4+3)

Space 5 ft.; **Reach** 5 ft.

Sorcerer Spells Known (CL 18th)

9th (3/day)-*weird* (DC 26)

8th (5/day)-*maze, protection from spells*

7th (6/day)-*finger of death* (DC 22), *grasping hand, spell turning*

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

5th (7/day)-*dismissal* (DC 20), *dominate person* (DC 20), *telepathic bond, teleport* (DC 22)

4th (7/day)-*remove curse, scrying* (DC 19), *shadow conjuration* (DC 21), *solid fog*

3rd (7/day)- *clairaudience/clairvoyance, fly, haste, major image* (DC 20)

2nd (7/day)-*acid arrow, bear's endurance, invisibility, knock, levitate*

1st (8/day)-*charm person* (DC 16), *mage armor, magic missile, shield, silent image* (DC 18)

STATISTICS

Str 16, **Dex** 20 **Con** 22, **Int** 13, **Wis** 13, **Cha** 20

Base Atk +15; **CMB** +18; **CMD** +33

Special Qualities Adaptability, Arcane Bond, Cantrips, Elf Blood, Elven Immunities, Keen Senses, Multitalented

Feats Combat Casting, Craft Wondrous Item, Eschew Materials, Forge Ring, Greater Spell Focus (Conjuration, Illusion), Improved Iron Will, Iron Will, Lightning Reflexes, Martial Weapon Proficiency, Simple

Weapon Proficiency, Skill Focus (Craft (Stonemasonry)), Spell Focus (Conjuration, Illusion)

Skills Bluff +26, Craft (Stonemasonry) +28, Diplomacy +18, Knowledge (Arcana) +14, Knowledge (Dungeoneering) +11, Knowledge (Engineering) +9, Sense Motive +18, Spellcraft +23

Possessions *bracers of armor +4, ring of counterspells (fireball), ring of electricity energy resistance, major; scroll of time stop*

CALABAR CR 18 (Room 476)

Ghul wizard 16 (Chaotic Evil)
Medium Undead

Init +11; **Senses** Low-light vision, Perception +4

DEFENSE

AC 18, touch 15, flat-footed 17

hp 59 (16d6)

Fort +8, **Ref** +9, **Will** +17, +2 vs. enchantment spells and effects

OFFENSE

Speed 30 ft.

Melee touch +8 (paralysis)

Space 5 ft.; **Reach** 5 ft.

Prepared Spells

Wizard (CL 16th):

8th - *horrid wilting* (DC 24), *summon monster VIII*

7th - *forcecage* (DC 23), *spell turning* (DC 23), *waves of exhaustion* (DC 23)

6th - *eyebite* (DC 22), *forceful hand, true seeing* (x2)

5th - *cone of cold* (DC 21), *dismissal* (DC 21), *dominate person* (x2) (DC 21), *telepathic bond*

4th - *black tentacles, enervation, fear* (DC 20), *invisibility (greater)* (x2)

3rd - *arcane sight, dispel magic* (x2), *haste, vampiric touch*

2nd - *blur, darkness* (x2), *detect thoughts* (x2) (DC 18), *web* (DC 18)

1st - *burning hands* (DC 17), *feather fall, magic missile* (x3), *obscuring mist*

STATISTICS

Str 8, **Dex** 12, **Con** 10, **Int** 22, **Wis** 14, **Cha** 12

Base Atk +8; **CMB** +7; **CMD** 22

Special Qualities Adaptability, Arcane Bond, Cantrips, Elf Blood, Elven Immunities, Keen Senses, Multitalented

Feats Brew Potion, Combat Casting, Empower Spell, Eschew Materials, Extend Spell, Improved Counterspell, Iron Will, Maximize Spell, Quicken Spell, Scribe Scroll, Silent Spell, Skill Focus (Spellcraft), Still Spell

Skills Bluff +13, Craft (Alchemy) +19, Diplomacy +11, Fly +14, Knowledge (Arcana) +25, Knowledge (Dungeoneering) +19, Knowledge (History) +19, Knowledge (Planes) +19, Linguistics (Abyssal, Undercommon) +11, Perception +4, Spellcraft +31

Languages Abyssal, Common, Elven, Undercommon

Possessions *amulet of natural armor +3; belt of incredible dexterity +2; cloak of resistance +3; ring of protection +4*

Lifelike (Su): Though undead, ghul's bodies continue to go through the motions of life--breathing, eating, and even resting in a form that appears to be sleep. This makes it more difficult to determine that a ghul is truly undead (+5 to all Knowledge check DCs to determine information about a ghul). It also allows a ghul to maintain a Constitution score, unlike most undead, adding its Con bonus to hit dice, Fortitude saves, skill checks, and the DC of innate attacks. Their apparent vitality is a necromatic illusion, however, and ghuls are as immune to biological weaknesses as other undead are.

Paralysis (Ex): Any creature hit by a ghul's melee attack (even if the ghul is using a weapon) is exposed to a paralysis effect. This special attack renders the victim immobile. Paralyzed creatures cannot move, speak, or take any physical actions. The creature is rooted to the spot, frozen and helpless. Paralysis works on the body, and a target can resist it with a Fortitude saving throw (DC 10 + 1/2 ghul's total HD + ghul's Con modifier). On a failed save, the target is paralyzed for 1d4+1 rounds. Unlike hold person and similar effects, a paralysis effect does not allow a new save each round. A winged creature flying in the air at the time that it is paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown.

Exhalation of Death (Su): Unlike a typical ghoul, ghuls do not carry the stench of the grave with them everywhere they go. The horrendous odor does exist within their rotting bodies, however, and as a standard

action can be brought forth with a powerful breath. This breath weapon attack fills a 60-foot-cone. Living creatures within the area must succeed at a Fortitude save (DC 10 + 1/2 ghul's total HD + ghul's Con modifier) or be nauseated for 1d6+4 rounds and sickened for 1d6+4 minutes. A creature that successfully saves cannot be affected again by any ghul's exhalation of death for 24 hours. A neutralize poison spell removes the effect from a sickened creature. Creatures with immunity to poison are unaffected by this ability. Creatures resistant to poison receive their normal bonus on this saving throw.

A creature killed while under the effects of an exhalation of death becomes a ghast if it had 5 or fewer hit dice or a ghul if it had 6 or more. It rises in undeath 1d6 hours after being slain. A remove curse, neutralize poison, or similar spell cast on its body during this incubation period may prevent the corpse from becoming undead. The caster of such a spell must make a caster level check (DC 10 + HD of ghul that affected the target with exhalation of death). If the check is successful, the corpse does not become an undead.

CORINTH CR 18 (Room 476)

Ghul rogue 16 (Chaotic Evil)
Medium Undead

Init +12; **Senses** Perception +24

DEFENSE

AC 26, touch 19, flat-footed 26

hp 92 (16d8+16)

Fort +6, **Ref** +18, **Will** +6, +5 Reflex to avoid traps

Defensive Abilities Improved Evasion, Improved Uncanny Dodge, Trap Sense +5, Uncanny Dodge

OFFENSE

Speed 30 ft.

Melee +2 frost rapier +23/+18/+13 (1d6+4/18-20 plus 1d6 cold plus 8d6 sneak attack)

Space 5 ft.; **Reach** 5 ft.

Atk Options Bleeding Attack, Crippling Strike, Sneak Attack 8d6

STATISTICS

Str 14, **Dex** 26, **Con** 12, **Int** 10, **Wis** 13, **Cha** 8

Base Atk +12; **CMB** +20; **CMD** 35

Special Qualities Bonus Feat, Defensive Roll, Fast Stealth, Skilled, Slippery Mind, Slow Reactions, Surprise Attack, Trapfinding

Feats Agile Maneuvers, Alertness, Armor Proficiency, Light, Combat Reflexes, Dodge, Improved Initiative, Mobility, Simple Weapon Proficiency, Stealthy, Weapon Finesse, Weapon Focus (Rapier)

Skills Acrobatics +27, Bluff +12, Climb +21, Disable Device +35, Escape Artist +31, Perception +24, Perception (Trapfinding) +32, Sense Motive +20, Sleight of Hand +27, Stealth +31, Use Magic Device +12

Languages Common

Possessions *belt of incredible dexterity* +6; *boots of speed*; *mithral shirt* +3; *rapier* +2 (frost); *ring of chameleon power*; *ring of protection* +2

FROST GIANT JARL CR 17 (Room 485)

Chaotic Evil Large Humanoid (cold, giant)

Init -1; **Senses** Low-light vision, Perception +10

DEFENSE

AC 21, touch 8, flat-footed 21 (+4 armor, -1 Dex, +9 natural, -1 size)

hp 133 (14d8+70)

Fort +20, **Ref** +5, **Will** +8

Defensive Abilities aura of despair; rock catching; Immune cold

Weaknesses vulnerability to fire

OFFENSE

Speed 40 ft.

Melee greataxe +26/+21 (3d6+13) or 2 slams +26 (1d8+9)

Ranged rock +17 (1d8+13)

Space 10 ft.; **Reach** 10 ft.

Atk Options rock throwing (120 ft.), smite good, sneak attack +2d6

Prepared Spells

Cleric (CL 8th): 4th - *freedom of movement*, *inflict critical wounds* (DC 16)

3rd - *deeper darkness*, *inflict serious wounds* (x2) (DC 15)

2nd - *death's knell* (DC 14), *inflict moderate wounds* (x3) (DC 14)

1st - *cause fear* (DC 13), *inflict light wounds* (x4) (DC 13)

STATISTICS

Str 29, **Dex** 9, **Con** 21, **Int** 10, **Wis** 14, **Cha** 11

Base Atk +10; **CMB** +20; **CMD** 29

Feats Cleave, Great Cleave, Improved Overrun, Improved Sunder, Martial Weapon Proficiency (greataxe), Power Attack, Skill Focus (Stealth)

Skills Climb +13, Craft +7, Intimidate +7, Perception +10, Stealth +2 (+6 in snow)

Languages Common, Giant

SQ aura of evil, command undead, detect good

Possessions greataxe

Aura of Evil (Ex): The frost giant jarl has a faint aura of evil.

Detect Good (Sp): At will, a frost giant jarl can use detect good as a spell-like ability, duplicating the effect of the detect good spell.

Spells: A frost giant jarl has the ability to cast a small number of divine spells. A frost giant jarl prepares and casts spells just as a cleric does (though a frost giant jarl cannot spontaneously cast cure or inflict spells). Saving throws are Wisdom-based.

Smite Good (Su): Twice per day, a frost giant jarl may attempt to smite good with one normal melee attack, dealing 8 additional points of damage. If a frost giant jarl accidentally smites a creature that is not good, the smite has no effect but it is still used up for that day.

Aura of Despair (Su): A frost giant jarl radiates a malign aura that causes enemies within 10 feet of him to take a -2 penalty on all saving throws.

Command Undead (Su): A frost giant jarl commands and rebukes undead as would a 6th-level cleric.

Sneak Attack +2d6: This ability is like the rogue ability of the same name. If a frost giant jarl gets a sneak attack bonus from another source the bonuses on damage stack.

GARIFALD CR 13 (Room 493)

Male Human Cleric 14 (Chaotic Good)

Medium Humanoid (Human)

Init +1; **Senses** Perception +4

DEFENSE

AC 23, touch 11, flat-footed 22

hp 53 (14 HD)

Fort +8, **Ref** +5, **Will** +15

Defensive Abilities Bit of Luck (7/day), Good Fortune (2/day)

OFFENSE

Speed 20 ft.

Melee mace +2 (light/ghost touch) +14/+9 (1d6+3)

Space 5 ft.; **Reach** 5 ft.

Prepared Spells (CL 14th)

7th-*ethereal jaunt*, **spell turning*

6th-*blade barrier* (DC 20), *geas/quest*, **mislead*

5th-*atonement* (2), *dispel evil* (DC 19), *flame strike* (DC 19)

4th-*air walk*, *cure critical wounds* (DC 18), *discern lies* (DC 18), *freedom of movement* (DC 18), *sending*, *tongues* (DC 18)

3rd-continual flame, create food and water, daylight (2), magic circle against evil (DC 17), meld into stone

2nd-aid, bear's endurance (DC 16), bull's strength (DC 16), consecrate, eagle's splendor (DC 16), owl's wisdom (DC 16)

1st-command (DC 15), comprehend languages, detect evil, protection from evil (DC 15), remove fear (DC 15), sanctuary (DC 15)

0th-detect magic, guidance (DC 14), light, resistance (DC 14)

Diety Glarias **Domains** good, luck

STATISTICS

Str 13, **Dex** 12, **Con** 8, **Int** 11, **Wis** 18, **Cha** 12

Base Atk +10; **CMB** +11; **CMD** +22

Feats Armor Proficiency, Heavy, Armor Proficiency, Light, Armor Proficiency, Medium, Cleave, Empower Spell, Heighten Spell, Iron Will, Power Attack, Quicken Spell, Shield Proficiency, Simple Weapon Proficiency, Weapon Focus (Mace (Light))

Skills Diplomacy +12, Heal +11, Knowledge (history) +8, Knowledge (planes) +8, Knowledge (religion) +13, Spellcraft +13

Languages Common

Special Qualities Bonus Feat, Holy Lance (2/day), Orisons, Skilled, Spontaneous Casting, Touch of Good (7/day)

Possessions full plate +3; mace +2 (light/ghost touch)

Bit of Luck (Sp) Garifald can touch a willing creature as a standard action, giving it a bit of luck. For the next round, any time the

target rolls a d20, he may roll twice and take the more favorable result. Garifald can use this ability 7 times per day.

Good Fortune (Ex) As an immediate action, Garifald can reroll any one d20 roll that he has just made before the results of the roll are revealed. He must take the result of the reroll, even if it's worse than the original roll. He can use this ability 2 times per day.

Holy Lance (Su) Garifald can give a weapon he touches the Holy special weapon quality for 14 rounds. He can use this ability 2 times per day.

Touch of Good (Sp) Garifald can touch a creature as a standard action, giving it a +7 sacred bonus on attack rolls, skill checks, ability checks, and saving throws for 1 round. He can use this ability 7 times per day.

TERIANA CR 18 (Room 491)

Female Elf Rogue 10/Assassin 10 (Lawful Evil)
Medium humanoid (elf)

Init +9; **Senses** Low-light vision, Perception +28

DEFENSE

AC 16, touch 16, flat-footed 16

hp 94 (20d8)

Fort +6, **Ref** +17, **Will** +9, +2 vs. enchantment spells and effects, +5 vs. poison, +3 Reflex to avoid traps

OFFENSE

Speed 30 ft.

Melee unarmed strike +19/+14/+9 (1d3+2)

Space 5 ft.; **Reach** 5 ft.

Special Attacks Angel of Death, Bleeding Attack, Crippling Strike, Death Attack (DC 23), Poison Use, Quiet Death, Sneak Attack 10d6, Swift Death

STATISTICS

Str 14, **Dex** 21, **Con** 11, **Int** 16, **Wis** 12, **Cha** 16

Base Atk +14; **CMB** +16; **CMD** +32

Feats Alertness, Armor Proficiency, Light, Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Improved Unarmed Strike, Iron Will, Persuasive, Simple Weapon Proficiency, Weapon Finesse

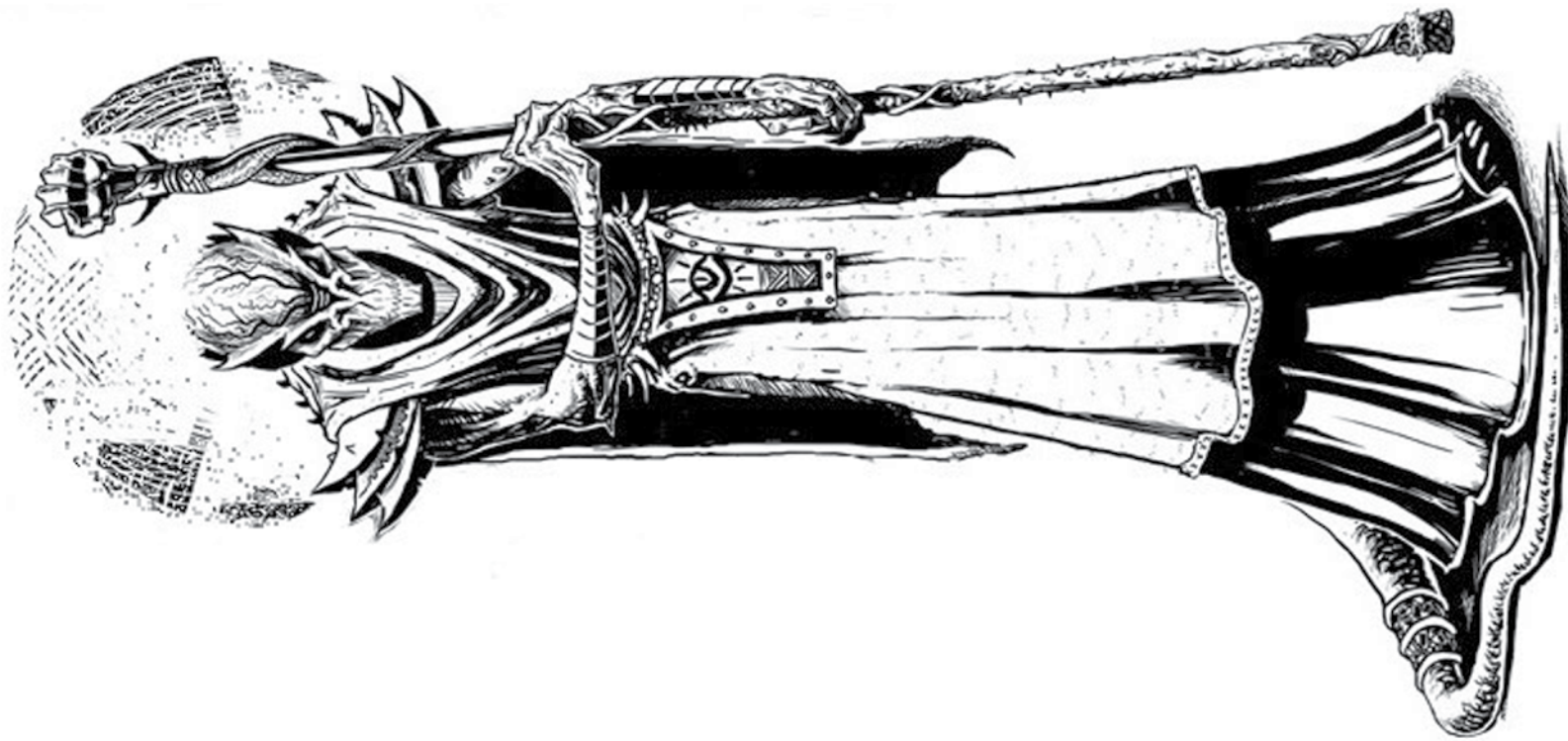
Skills Acrobatics +26, Bluff +24, Climb +23, Disable Device +31, Disguise +24, Perception +28, Perception (Trapfinding) +33, Profession (Courtesan) +8, Sense Motive +26, Sleight of Hand +26, Stealth +26

Languages Common, Elven

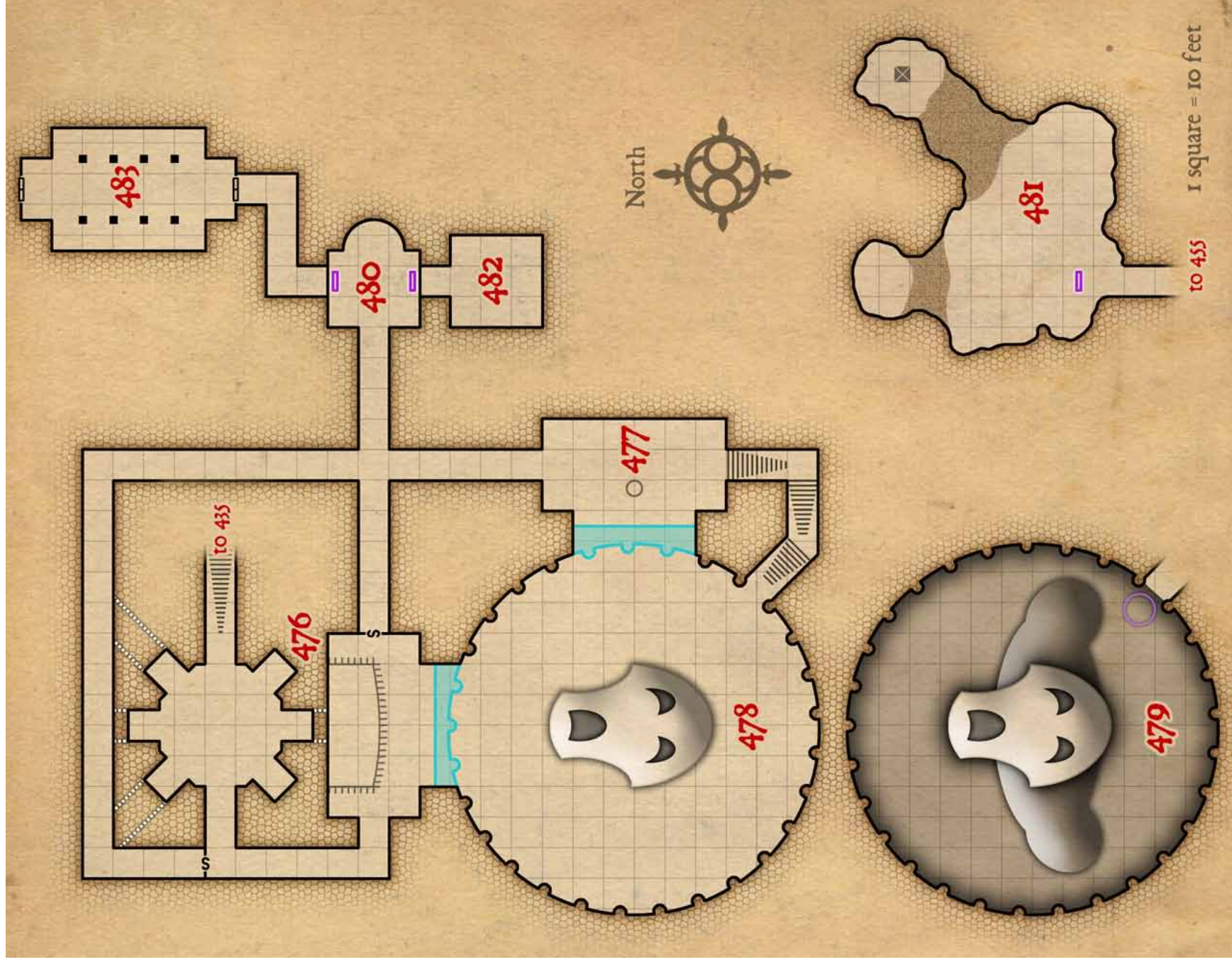
Special Qualities Elven Immunities, Elven Magic, Fast Stealth, Hidden Weapons, Hide in Plain Sight, Keen Senses, Slow Reactions, Trapfinding, True Death, Weapon Familiarity

Possessions bracelet of alluring charisma +6

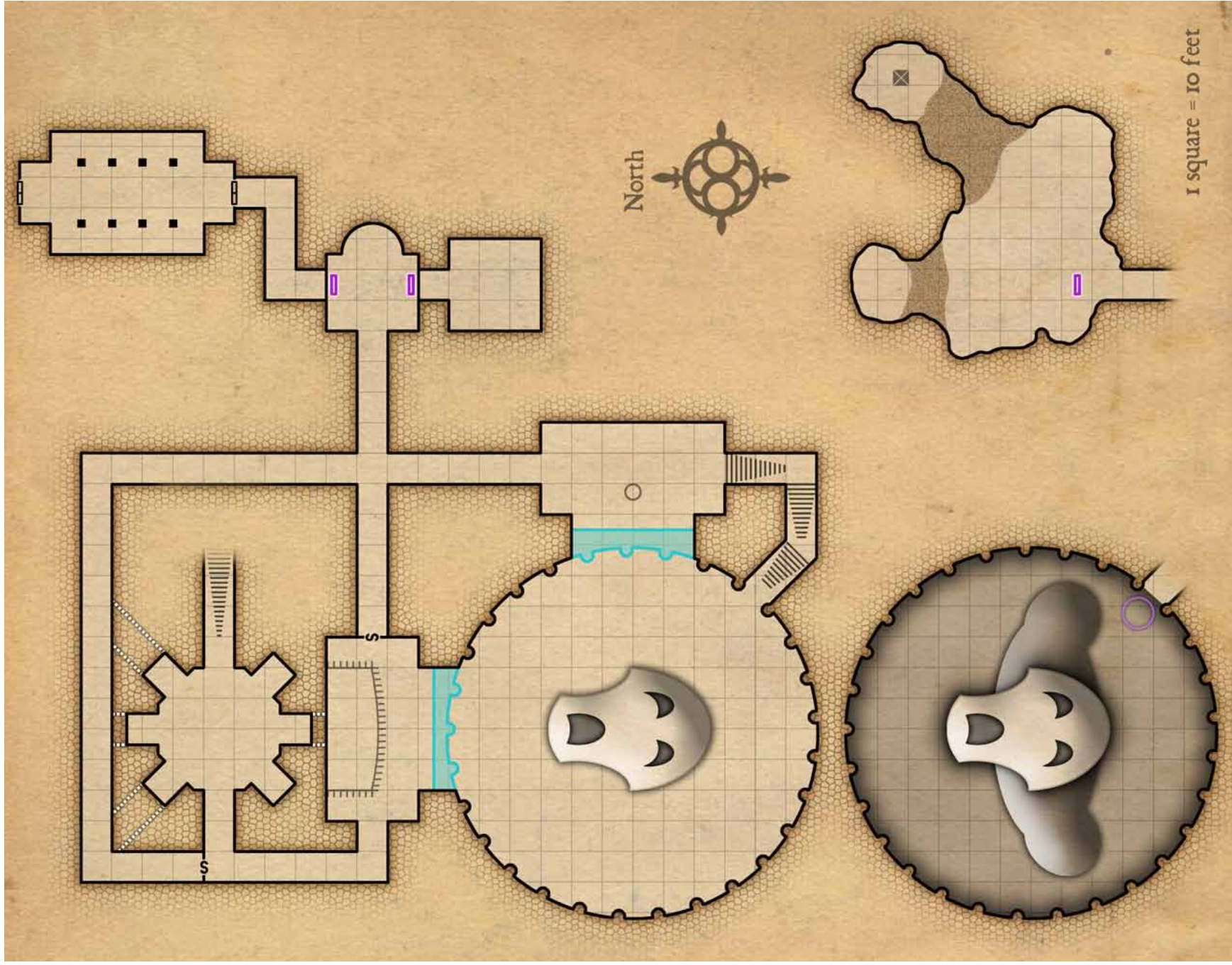
APPENDIX B: HANDOUTS



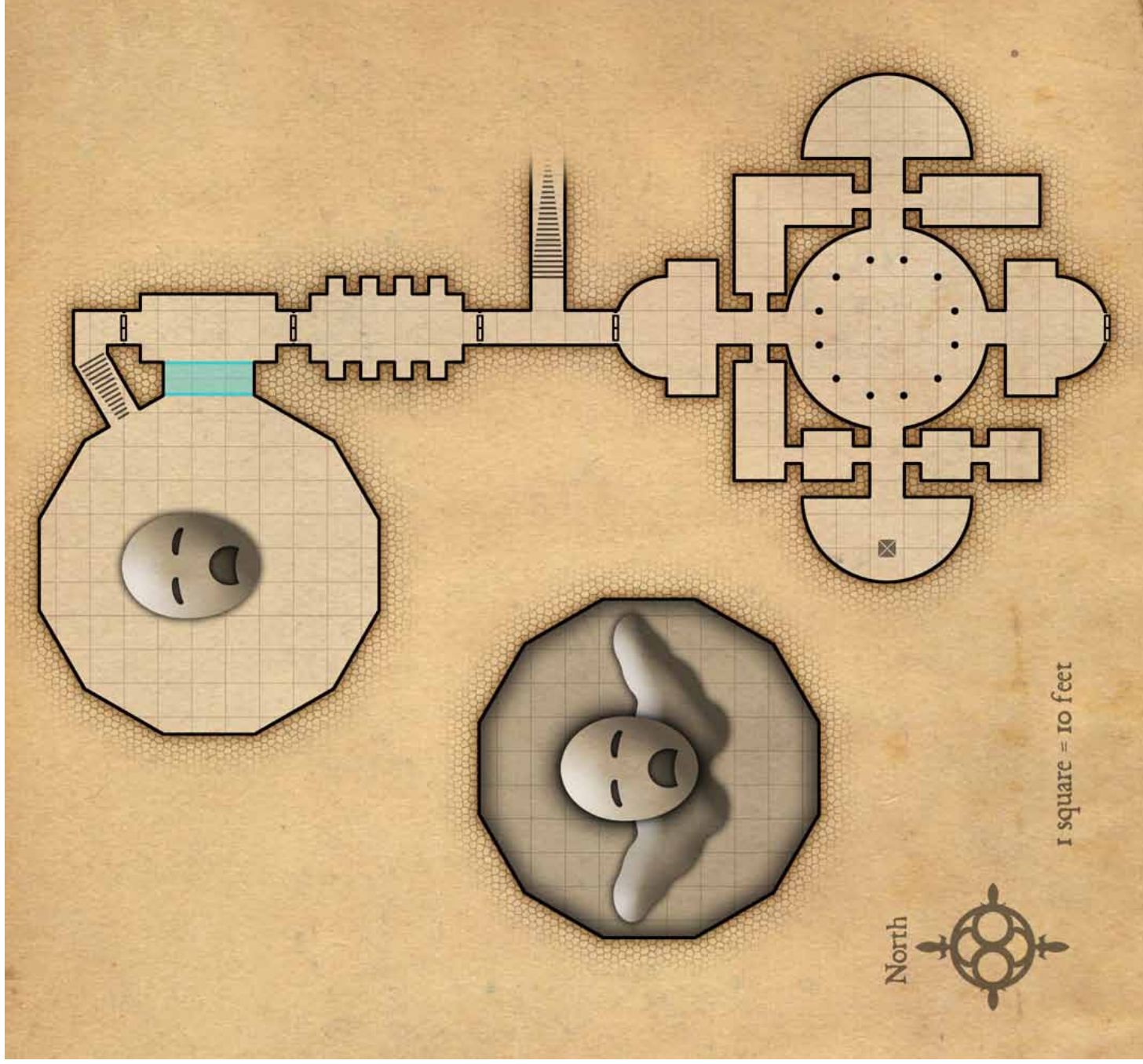
Level Map Part I



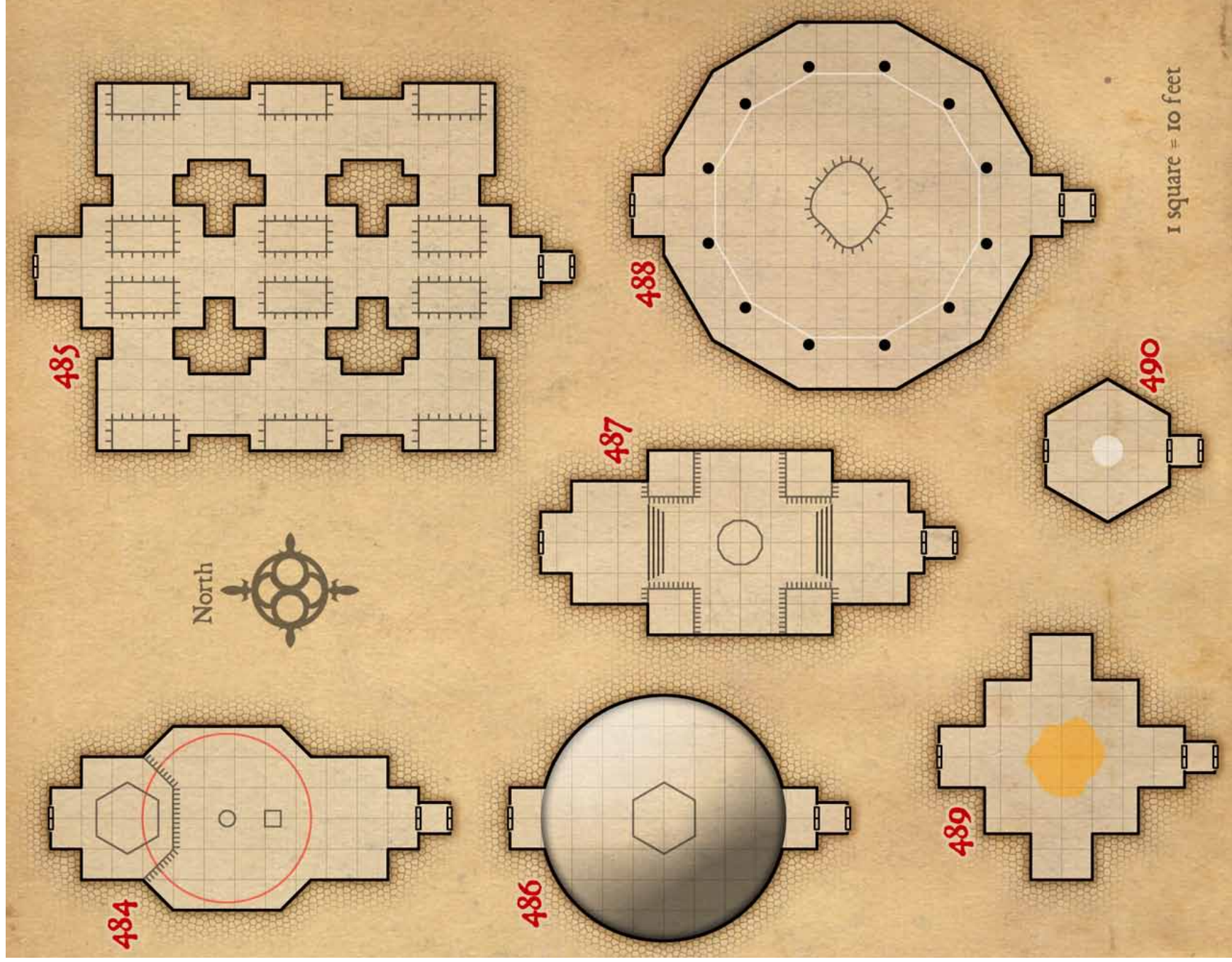
Level Map Part I No Secrets No Labels



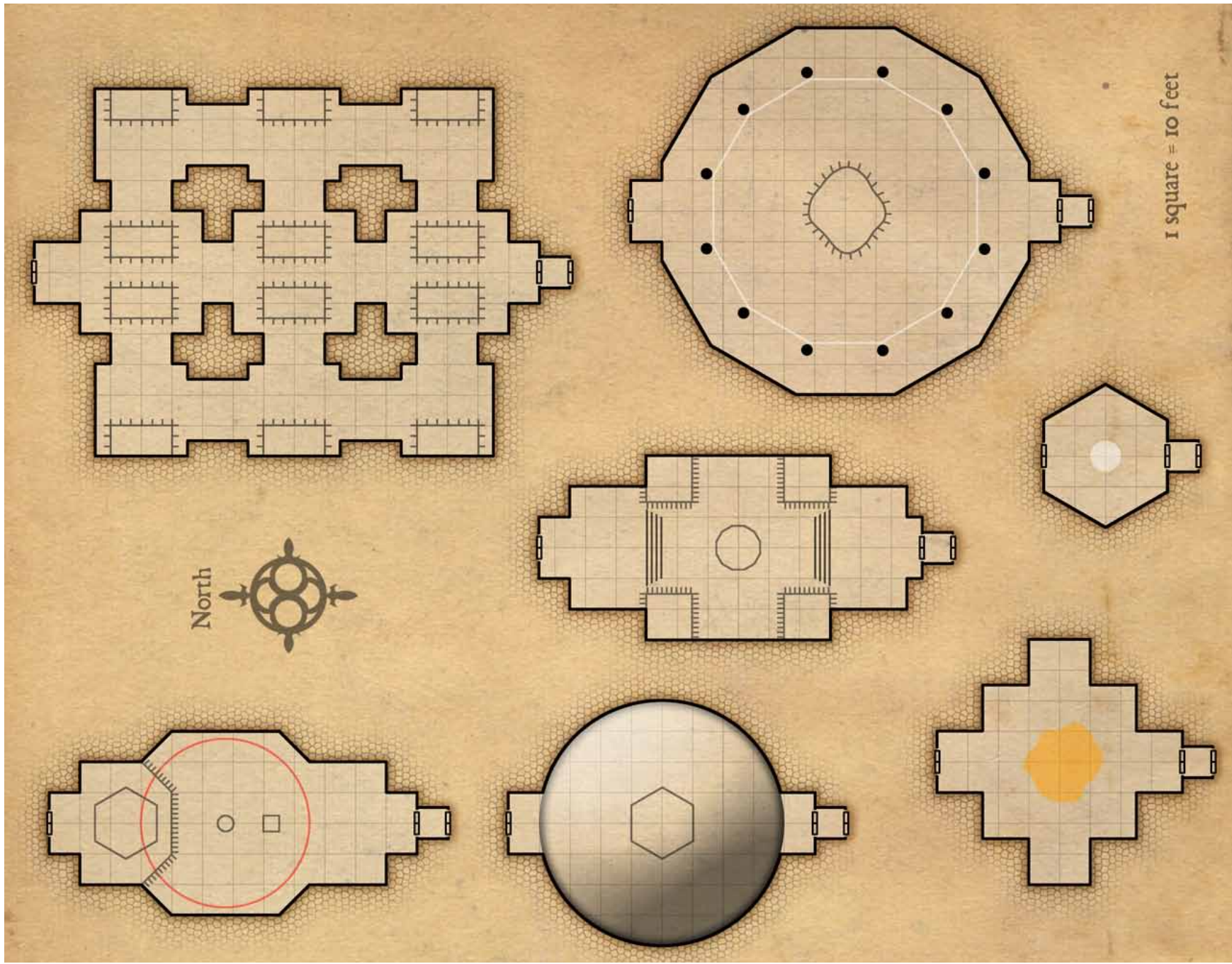
Level Map Part II No Secrets No Labels



Level Map Part III



Level Map Part III No Secrets No Labels



APPENDIX C: GLOSSARY

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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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