

## Level 1: The Upper Reaches

The first level of the dungeon appears to be an old ruin, but it's actually the youngest portion of the entire complex. Most of it was built by Duke Chordille for storage, keeping prisoners, and eventually to honor the goddess Glarias. As the subterranean portion of the keep expanded, the duke's workers found old chambers originally built by Queen Ryssa's dwarves. This allowed the duke's dungeon to connect to the other levels, although the duke kept the rest of the dungeon a secret from all but his most trusted confidants and forbade anyone to explore its depths for fear of rousing something dangerous (a wise move, really—the duke apparently knew something about the nature of dungeons).

After the duke's death and the razing of his keep, others utilized the underground level from time to time, often modifying its chambers to suit their needs. It was a large bandit lair for a few years, for example. The wizard Serrestique used a large portion of it for her own purposes during another period about a decade ago, until she mysteriously disappeared.

Eventually, during a priest's drug-induced vision, the Bestial Host learned of the existence of the temple of the Beast God here and moved in.

Unless the text states otherwise, the level's floors, walls, and ceilings are made of masonry stone. Ceilings are 15 feet high. All doors, unless otherwise described, are simple wooden doors, unlocked, 1 inch thick, with a hardness of 5, 10 hp.

### 1. ENTRY HALL (EL 2 AND 2)

**Summary:** This small complex of rooms houses a mixed group of goblins, kobolds, hobgoblins, and humans that are members of a religious faction called the Bestial Host. There's a bell alarm on a string on the floor. The creatures are here to guard their temple in area 6. Their leader lives in area 5.

**Sights and Sounds:** A single, guttering torch provides dim illumination between the doorways leading to areas 1B and 1C. If the PCs don't bring their own light and don't have low-light vision or darkvision, they suffer a 20% miss chance here.

---

An ancient hall of mortared stone stretches before you, littered with small bits of rotten, splintered wood and grimy tatters of cloth. A dim torch in a sconce ahead reveals a number of wooden doors, all closed. It stinks of urine and sweat here.

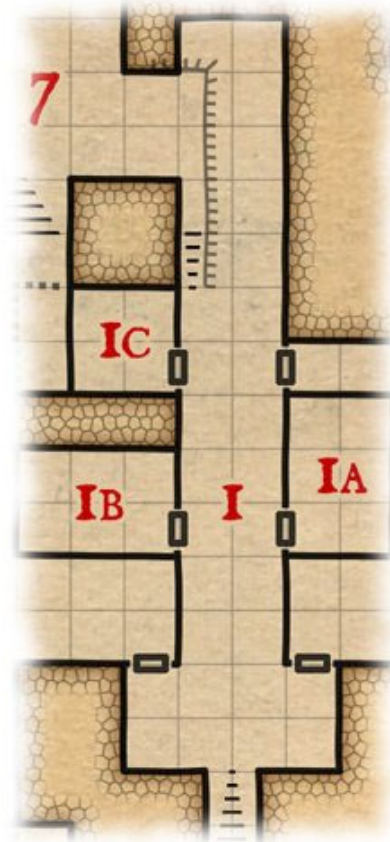
---

**Trap:** A string runs between the east and west walls between areas 4 and 5; it has small bells on it. A Spot check (DC 19) is required to see it before an advancing PC will ring the bells and alert the horde members in areas 1B and 1C. A PC actively looking for traps automatically finds it.

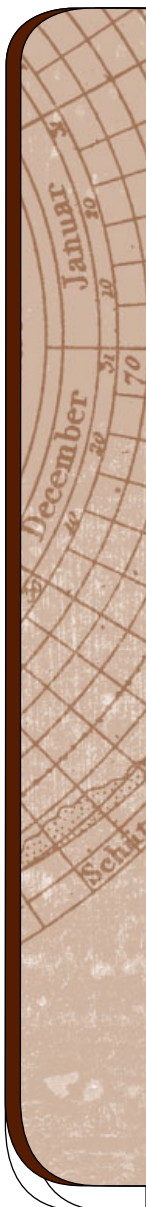
**Inhabitants:** Various members of the Bestial Host dwell in these chambers. The Host is a strange religious cult dedicated to a deity known simply as the Beast God. Dark and savage, the Beast God calls upon the primal, bestial nature of his followers, encouraging them to revel in blood and violence.

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.

The members of the host here are no strangers to explorers and adventurers coming down into their demesne. In



This set of encounters is content for members of [Dungeonaday.com](http://Dungeonaday.com). If you downloaded this document from another source, you have a pirated copy. Please support the author by joining [Dungeonaday.com](http://Dungeonaday.com).



fact, their numbers are currently reduced due to just such an incursion, and they expect reinforcements soon.

In battle, they shout, "Protect the temple!" "For the glory of the Beast God!" and "Blood for the Beast God!" in Goblin and Common. Also read the blog entry, Using the Bestial Host.

**Tactics:** The host's fighting style is very straightforward. They attack with brutality and savagery, and they fight to the death.

**1A:** Empty living quarters. There are eight rather crude beds with straw mattresses here. Even the most rudimentary search produces a serviceable longbow, 9 arrows, and 9 cp scattered beneath a bed. This should give the PCs a clue that there are more host members than just the ones they encounter here.

**1B:** Living quarters. Three goblins, two kobolds, and two degenerate humans live here. They are awake and ready (even eager) for battle. One of the goblins seems to be the leader of the group and wears a number of animal claws on his breast.

The room contains seven crude beds and a few sacks of food. None of the inhabitants have coins, but a DC 17 Search check reveals a small bag of 34 sp under some old animal pelts.

**Goblins (3):** hp 6, 6 and 4. They possess the Low Blow feat as a bonus feat.

**Kobolds (2):** hp 4 and 4.

**Degenerate human warriors (2):** hp 8 and 7 (use orc stats)

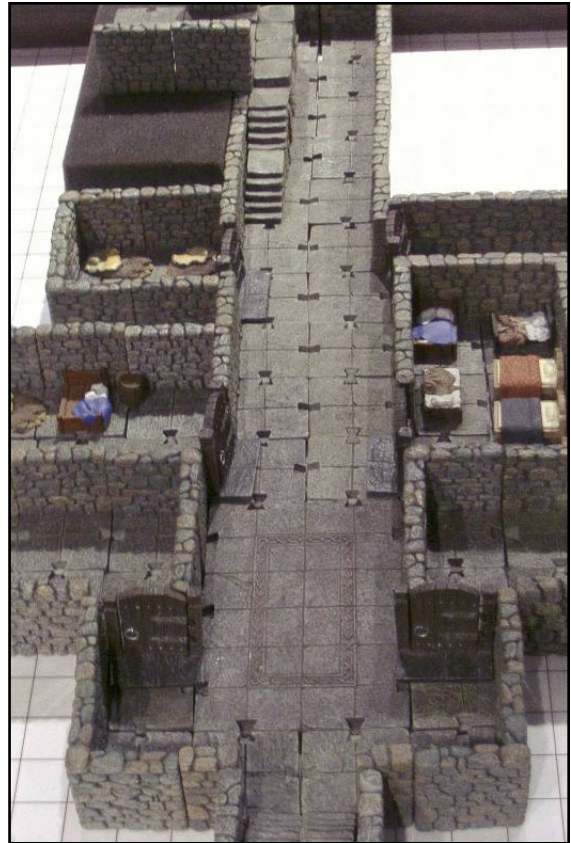
**1C:** Living quarters. Two hobgoblins and three goblins live here. They are either asleep or preoccupied, and require 3 rounds to rouse and arm themselves. Once up and ready to go, the goblins do as the hobgoblins tell them. They are all scarred and obviously mistreated by their larger cousins.

The room contains five crude beds and a few sacks of food. The two hobgoblins each have masterwork weapons (+1 to their attack rolls). None of the inhabitants here are armored, however, so the goblins are AC 13 and the hobgoblins are AC 12.

**Hobgoblins (2):** hp 8 and 6; +1 to attack rolls, AC 12

**Goblins (3):** hp 7, 5, and 3; AC 13. They possess the Low Blow feat as a bonus feat.

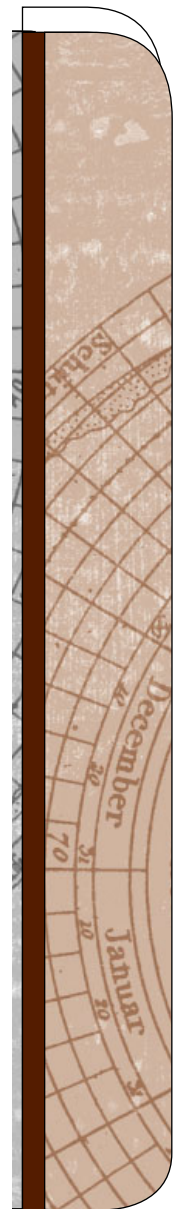
**Development:** If the PCs make noise in the central hall (including triggering the bell alarm trap), the host members in area 1B will come out to attack them 2 rounds later. If the creatures in area 1B are attacked, they are ready and those in



area 1C come to join them in 3 rounds. If the creatures in 1C are attacked, they are not ready, giving the PCs a full round of action, and then have to spend their own first round grabbing weapons or resorting to unarmed attacks. However, the inhabitants of 1B will be able to come to their aid almost immediately upon hearing cries or combat.

**Tactics:** These guards do not work all that well together. They attack in a confused, shouting mass. They don't cooperate to utilize flanking positions or aid one another. They're just not that smart. They primarily defend the door to area 6. They do not follow if the PCs retreat or move into area 4, although they do jeer and mock them as they go, praising the might of the Beast God. As stated previously, they will not flee or surrender themselves.

**Upping the Ante:** One of the hobgoblins in 1C is actually a doppelganger spy. He observes the humanoids here on behalf of his brethren on Level 2, simply gathering information. He also keeps an eye on who or what comes down into the dungeon. If at all seriously threatened, the doppelganger flees rather than fights (he has no interest in defending the temple after all). He will run up to area 7, and attempt to go through area 10 to eventually get to area 12, where he will wait until the doppelgangers from Level 2 open the door in



the pit so that he can get back to them. His presence, however, makes that encounter EL 4 rather than 2.

### REVISIT (EL VARIABLE)

The Bestial Host, as a whole, maintains a large roving camp in the nearby hills. Because their temple is here, they continue to station more of their warriors if the guards perish. The host numbers in the hundreds and grows every day, so this could continue for a very long time, if not indefinitely.

Any time the PCs leave and come back, this area should be replenished with some number of goblins, kobolds, orcs, hobgoblins, degenerate humans, or even bugbears. At full complement, there should be 12-20 guards spread out in the various rooms.

Within a week of the PCs "clearing" this room, place four kobolds and two degenerate humans in 1A, four goblins and two hobgoblins in 1B, and four orcs in 1C. This will be three encounters of EL 2 each, although it could quickly become much tougher (EL 5) if the PCs draw out all three groups at once, so they'll have to be careful. These guards work together a bit better than the ones the PCs meet the first time. The hobgoblins command the goblins to use the aid another ability to help their attacks. The kobolds hang back and use missile weapons.

Later, throw a few bugbears into the mix to make things harder. Consider giving some of the guards masterwork weapons or even warrior class levels. (The quick and dirty way of doing the later is to add +8 hit points and +1 attack and damage and call it good. Alternatively, don't give them a bonus to damage but give them an additional, useful feat.) They could also have some wolves or worgs used as guard dogs.

Further, as time passes, these guardians begin to do what they can to prevent further incursions, including setting up guards or crude traps on the stairs, building barricades to block passage from the stairs, or even covering the entrance into the dungeon altogether with debris in the hopes of blocking it or hiding it. These attempts won't pose too much difficulty for the PCs, but they demonstrate the host's continued attempts at warding them off.

Basically, the idea is that every time the PCs leave and come back down the steps into the dungeon, they should worry about what's waiting for them here. Plenty of times, it should be nothing—reinforcements haven't yet arrived. But sometimes there should be guards here, and they should be at least somewhat different each time.

Eventually (say, by the time the PCs reach level 5 or 6), the Bestial Host may stage a major ambush in the ruin if the PCs are still using this entrance. This should be an encounter that really challenges the party. Alternatively—or perhaps additionally—they could launch an all-out offensive

against the nearby town of Brindenford in hopes of getting at the PCs. This can lead to an entire side adventure involving defending the town and going to take on the host (and their troll priest-king, Scral).

**Connections:** This room connects to: areas 2, 3, 4, 5, 6, and 7

## 2. SIDE HALL

**Summary:** An empty chamber with some interesting bits for the PCs to investigate, including a clue for areas 25 and 31.

**Sights and Sounds:** It is dark here. A DC 15 Listen check allows a player character to hear the mountain lions in area 8. However, without a Move Silently check of DC 15, the lions will also hear the PCs.

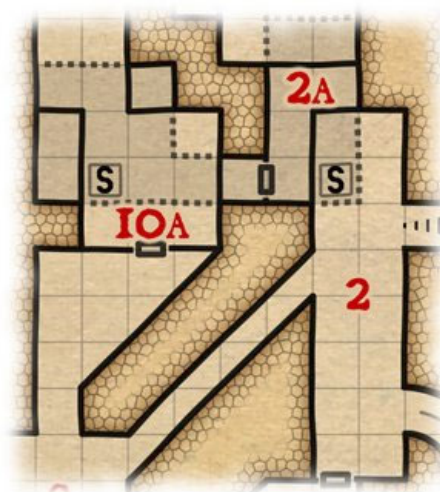
---

**This hall runs north and south, the walls adorned with painted frescoes of humans riding, running along with, or chasing horses. A few ride winged horses high in the sky. A skeletal corpse lies near the bottom of the stairs.**

---

**Corpse:** This was Signar Fuen, a dead adventurer slain by a wandering monster two years ago on his way out of the dungeon. Now all his equipment is long gone, but if he is ever resurrected, he knows many secrets about the dungeon. The PCs will find the remains of many dead adventurers in the dungeon, but Signar is significant to encounters they may have much later. In his flight from the dungeon, he lost an intelligent amulet on Level 8. If the PCs find it, they may be compelled to locate Signar's corpse and get him brought back from the dead.

**Frescoes:** Time has worn away portions of the frescoes, but they still hide a secret. Anyone studying them at length (Search check DC 20) finds that at the horses' legs at one point form letters and spell out words in Elvish. The message is:





*“The gray lies between the black and the white. The shadow lies between the dark and the light.”*

These sentences are clues to hidden secrets in areas 25 and 31, respectively.

**Southeast Passage:** This curving corridor slopes down steadily so that the northern end is 20 feet higher than the southern end.

**South Door:** The door to area 9 is stuck and requires a DC 13 Strength check to open it.

**Development:** If the PCs linger here and are not quiet, one of the lions in area 8 will sneak up and attack.

**2A:** A round secret trapdoor (Search DC 20 to find) lifts up to reveal a very narrow spiral iron staircase that descends 10 feet down into a pair of rooms below this chamber as well as area 4 and area 10. The ceiling in these undercroft chambers is only about 7 feet high. Other than a few empty barrels, at first glance it seems that there’s not much here. However, if the westernmost room is searched (DC 20), under one barrel a strange sigil can be seen, seemingly burned into the flagstone on the floor. A Knowledge (Arcana) check (DC 16) suggests that it is draconic in nature, but that’s all. A DC 20 check, however, means that the character realizes that this is one of the twelve secret sigils. This sigil, the first and weakest of all them, conveys power to a melee weapon if it is etched onto its surface. It allows the wielder to, as a free action, turn that weapon into a dragon bane weapon for 1d6+1 rounds. Etching the weapon requires a Craft (weaponsmith) check (DC 15) and one hour. Once used, it disappears, but it can be re-etched, although no weapon can have it etched more than once and no wielder can have more than one weapon with the sigil upon it at a time.

These chambers are not known to any of the current residents of this level of the dungeon (the doppelgangers of

Level 2 know about it) and could be used as a safe place for the PCs to retreat to and rest without leaving the dungeon altogether.

**Connections:** This room connects to areas 1, 3, 8, 9, 10, and 11.

### 3. THE ORACLE POOL (EL 1 AND 3)

**Summary:** A magical pool offers knowledge, but those who might abuse it put themselves at risk.

**Sights and Sounds:** It is dark here. A DC 20 Listen check reveals a faint scratching sound that comes from both 3D and 3E (the ghouls).

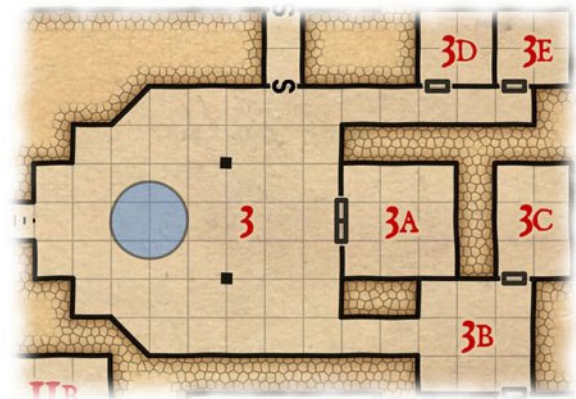
---

You see a massive chamber filled with cobwebs and dust. A shallow pool twenty feet across lies in the middle of the room, with tall pillars to the east of it, each carved to look like a tall, beautiful, human woman. The ceiling is vaulted, and a crescent moon has been painted at the highest point, which is directly above the pool. Although the paint is chipped, it still retains a peculiar luster that reflects light with a glistening glow. The walls sport a few empty sconces, and you see an imposing set of bronze doors on the east wall. These double doors bear images of winged horses rearing majestically.

---

**Secret Door:** The secret door that gives access to the passage leading to area 5 is not too difficult to find (DC 18). An empty sconce on the wall serves as a lever that causes the door to pivot easily and quietly.

**Moon and Pillars:** Anyone making a Knowledge (religion) check (DC 15) recognizes the moon symbol on the ceiling and the images in the pillars as that of Glarias, Goddess of the Moon. Hers is a minor and mostly dead cult focused on secret lore and divination.



**The Pool:** The pool has a raised stone lip around its edge. The water is about a foot deep, appears surprisingly pure and clear, and has a faint magical aura (divination). If anyone speaks the magical, sacred phrases found in the book in 3A, the water rises up from the pool in the shape of a beautiful maiden. This watery creature is a minor manifestation of Glarias herself. The PC who spoke the phrases can ask the maiden a single yes or no question as described in the spell *commune*. She will answer to the best of her ability, but the DM should be careful about adjudicating the answers. Glarias is currently imprisoned (in deepest bowels of this very dungeon), and her knowledge about current events in the world at large may be limited. Her divine knowledge of the dungeon, however, is extensive.

The pool can be used safely once. If the same person attempts a second question without waiting until asking again in the same phase of the moon (which is to say, in one month's time), or if another person attempts to ask a question in the same month as another character, they get an answer, but the door to area 3D opens and the ghoul comes out to attack. If someone attempts it again, he or she gets an answer, but the door to area 3E opens and the ghastr comes to attack. After that, further attempts are impossible for one month.

Both Chasmal the werewolf in area 37 and the doppelgangers on Level 2 occasionally use this pool, although they haven't in over a month, so the first question the PCs ask is safe. Later attempts on subsequent visits may not be if Chasmal or the doppelgangers are still around.

**3A.** The bronze doors leading into this room are locked, but the lock is more for show than anything (Open Lock DC 14), and the key can be found in 3C. Beyond the doors is an old library, although much of it lies in ruin, with broken shelves and rotten books. A Search check (DC 15) produces 1d6 intact books on various (mundane) topics, each worth 1d6 gp. This check can be performed up to five times, with new books found each time. One of the first books found will be Glarias' Pool. This book isn't like the others. Anyone studying it for at least an hour learns the proper magical phrases which can be spoken next to the pool to allow one to ask the pool a question. The book cautions that punishment will come to those who abuse the power of the pool.



**3B.** Aside from some old, rotten furnishings, this room is empty. The door to area 20 is bluesteel and cannot be opened without the password "Desitam." This word can be learned in area 19 or from Chasmal the werewolf in area 37.

**3C.** This chamber is filled with wrecked wooden furniture, mostly chairs, tables, and bookshelves, old and rotten. A few rotted and useless books lie amid the wreckage, but nothing of value other than a large, ornate bronze key that unlocks the doors leading into 3A. The key itself is worth 15 gp.

**3D.** The door to this chamber is locked (DC 25 to open), but opens when the pool is consulted twice in one month. Inside waits a creature called a chastisement ghoul, appearing exactly as a normal ghoul but with a half-moon symbol

painted prominently on its forehead. The ghoul has been created through Glarias' power, and as such it will not attack a worshipper of Glarias. However, all Glarias' followers within 20 feet of the ghoul are magically chastised by its censure stare. This chastisement acts exactly as a *bestow curse* spell (no saving throw) that lasts until they go to Glarias' temple and seek atonement in a prayer that lasts an entire night. Sadly, the temple is

now devoted to the Beast God (see area 6). While the PCs can still gain atonement there, they then fall under the effects of a powerful *geas* (again, no save) to free Glarias from her imprisonment deep in the dungeon. The characters gain no special knowledge of how this can be done, but they don't suffer penalties or drawbacks for not doing it immediately, either. They just have to do it at some point. (This should be treated more as a roleplaying opportunity than a game mechanic issue.)

The ghoul attacks non-worshippers of Glarias, focusing its attentions on the offending user of the pool.

There's nothing else in this room. If the ghoul is destroyed, a month later a new ghoul is summoned and the door closes and re-locks, set to punish those misusing the pool once again.

**Ghoul:** hp 13

**3E.** This chamber is identical to 3D, except instead of a ghoul it houses a chastisement ghastr, complete with the

moon symbol on its forehead. It has the same censure stare and restrictions as the ghoul. The room produces a new ghast after a month as described in 3D.

**Ghast:** hp 30

**Connections:** This room connects to areas 1, 5, and 20.

#### 4. STOREROOM (EL 1)

**Summary:** Poisonous spores threaten those that poke around in this old storeroom, although there are valuables to find.

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

---

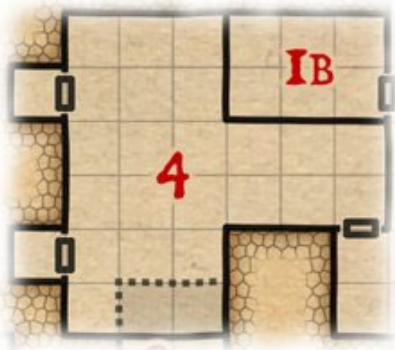
**This dank room smells of mold and rot. Old crates and barrels fill the chamber.**

---

**Crates and Barrels:** Once a large underground storeroom for the keep above, this room has remained relatively untouched for decades, mostly because those in the area know that a poisonous mold grows amid the goods here. If anything in the room is disturbed, a cloud of spores 10 feet in diameter is loosed around the disturbance. Those within the cloud must save versus the poison they inhale (Fort save DC 13; 1 Con/1 Con). The cloud persists for 3 rounds, and then dissipates. No more than four spore clouds are possible in the room on a given day. A Survival, Knowledge (Nature) or Knowledge (Dungeoneering) check (DC 15) alerts characters to the potential hazard and allows them to avoid it entirely.

Those who somehow brave this poison and make a Search check (DC 18) find one crate containing 10 flasks of alchemist fire. Burning all the room's contents destroys the mold, but causes an explosion with the alchemist fire that inflicts 1d6 points of fire damage on anyone in this room.

Award the PCs experience points as if they had overcome a CR 1 challenge if they encounter the poison mold spores.



**Western Rooms:** The doors to these small side rooms are locked (Open Lock DC 25) and swollen stuck (Strength check DC 18 to open). The northernmost room has nothing of value (but also no mold). The southernmost room contains a number of boxes of miscellaneous dry goods, including a small box with six tindertwigs and a sunrod, and another containing two flasks of acid.

**Connections:** This room connects to area 1.

#### 5. BODOR'S HALL (EL 3)

**Summary:** Bodor, the orcish leader of the Bestial Host members, rules from this hall and sleeps in 5A.

**Sights and Sounds:** If Bodor is in this room, it's lit by a few oil lamps, and characters listening at the door can hear loud guttural laughs and shouts (Listen check DC 13). Otherwise, it's dark and quiet.

---

**A tattered and stained red carpet runs most of the length of this long hall. Moth-eaten tapestries of mounted knights and hilltop castles hang on the wall. At the far eastern end stands a large wooden throne surrounded by empty kegs and dirty wooden plates and mugs.**

---

**Inhabitants:** Bodor, the current, de facto leader of the Bestial Host guards, is often here. If he is here, his bodyguards are as well. If he and his guards are not here, they are likely in 5A or area 6. Bodor sees himself as a monarch or a chief, and acts that way. He is no tougher than his fellows (he has normal orc physical stats), but he's a bit smarter, craftier, and more charismatic than a normal orc, so the others do as he says. Bodor's not even a devout follower of the Beast God, and is actually a bit of a coward. He attempts to intimidate intruders to frighten them off, and if that doesn't work, he might try barter to get them to go away peacefully. If challenged, he runs to the temple in area 6.

Physically, it's Bodor's three bodyguards that are a real threat. The orc bodyguard, Griff, wears banded mail and uses a greataxe. The hobgoblin bodyguard, Starl, wears chain mail, uses a heavy shield, and wields a masterwork longsword. The degenerate human bodyguard, Lasha, uses orc stats but has bonus hit points for just sheer tenacity.

Bodor is the leader now only because Ramscorn, the real leader, is currently leading an excursion down into Level 2.

**Bodor, orc:** hp 8. Bodor has a 10 Int, Wis, and Cha. Give him +2 on Will saves and +3 on skill checks.

**Griff, orc bodyguard:** hp 9, AC 16, uses a battleaxe (+4 melee, 1d12+4 damage, crit 20/x3).

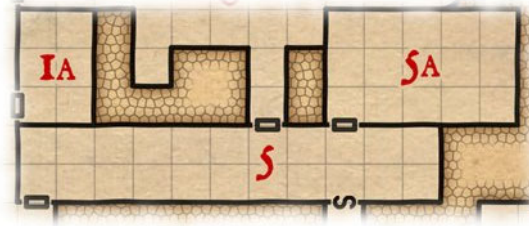
**Starl, hobgoblin bodyguard:** hp 10, AC 16, +1 to attack rolls due to masterwork weapon.

**Lasha, degenerate human bodyguard:** hp 14. Use orc stats.

**Treasure.** Bodor has 15 gp, 33 sp, and 61 cp in a bag. He also has the key to the box under his bed in 5a. Each of the bodyguards has 1d6 gp and 2d6 sp.

**Development:** If intruders come into area 1, Bodor and his guards do not move to help. However, if intruders attack them, they call out for those in area 1 to come to their aid. If given the chance, Bodor and his guards—if seriously threatened or worried about an incursion—will retreat to the temple, area 6.

**Secret Door:** The secret door that gives access to the passage leading to area 3 is not too difficult to find (DC 18). A lever behind a tapestry causes the door to pivot easily and quietly. Bodor knows about the secret door and the passage beyond, but he doesn't really use it.



**5A:** This chamber is Bodor's bedroom. It's also where the bodyguards all sleep. The place is a disheveled mess with four beds, a table, some chairs, and a lot of ale. Under one bed (Bodor's) lies a locked wooden box (DC 20 to open). It contains a variety of mostly worthless items such as clothing, a brush, paper, chalk, and so on, as well as a set of masterwork thieves' tools, a healer's kit, and a 50 gp yellow agate wrapped in an old rag.

**Upping the Ante:** Make Starl a bugbear (this changes the encounter to EL 4).

## REVISIT (EL 4 OR 5)

If Bodor is slain, Ramscorn may return from Level 2. However, it is probably more interesting to leave him there and have the Bestial Horde assign a new leader to the guards—one with more physical prowess, such as a bugbear or even an ogre. This new leader is likely to arrive within 10 days, along with 4 orc bodyguards with max hit points and masterwork weapons.

**Treasure:** The new leader will have a bag with 200 gp, 500 sp, and jewels worth another 100 gp.

**Connections:** This room connects to areas 1, 3, and 6.

## 6. THE WEIRD TEMPLE OF THE BEAST GOD

**Summary:** In this temple to an evil god, everyone has the barbarian's ability to rage, and blood spilt upon the altar confers temporary abilities to the priest. Eventually, it will be staffed by an evil priest.

**Sights and Sounds:** braziers light this room. Either inside the temple or listening from an adjoining area, characters can hear a distant sound of howling, scraping, and ripping that fades in and out.

---

The walls of this oddly-shaped temple are partially covered in tattered red and black curtains. You can see an archway leading south despite it being half-covered by one of these curtains. The vaulted ceiling above is painted black. Spattered bloodstains cover the floor, particularly around the plain stone altar resting in front of the deep eastern recess. The place stinks of murder and pain, as well as the musk of some angry beast.

---

**Beast God's Intercession:** All creatures in this room gain the ability to rage like a barbarian. The rage lasts 3 rounds or until the creature leaves the room. No one creature can take advantage of this effect more than once per day. A Knowledge (Religion) check (DC 16) suggests that utilizing this ability gives obeisance to the Beast God and is likely not a good act.

**The Walls and Ceiling:** Searching behind the curtains (Search DC 13) reveals extremely faded painted images of cavorting fey creatures in a silvery woodland on the walls themselves, testimony that this wasn't always an evil temple.

Anyone scraping at the black paint on the ceiling would find that it covers a mural of a night sky with a shining moon.

**The Altar of Blood:** This stone altar appears to be little more than a worn, blood stained slab, but it is in fact very potent. If at least three pints of fresh blood are spilt or splashed upon the altar, the creature doing so may gain some of the abilities of the blood-drained creature. Although the creature whose blood is used does not have to be dead (or even present), it will henceforth be referred to as the sacrifice and the creature splashing the blood as the "priest" (regardless of class, intention or alignment). It is theoretically possible that a single creature could be both priest and sacrifice, but there would be no point.

The priest must make a Fortitude saving throw (DC = 15 + the HD of the sacrifice). Failure means that the priest becomes sickened for 1d6 rounds per HD of the victim. Success, however, means that the priest gains one random ability of the victim. Roll 1d8:

- | 1d8 | Result  |
|-----|---|
| 1   | Priest gains temporary hit points equal to a single Hit Die roll of the victim.   |
| 2   | Priest gains a boost to his Strength score equal to the victim's Strength bonus (if any).   |
| 3   | Priest gains victim's special senses, such as darkvision (if any).  |
| 4   | Priest gains victim's natural armor bonus (if any).   |
| 5   | Priest gains one of victim's natural weapons, using the exact same attack bonus and damage, regardless of differences in priest's and victim's Strength, HD, etc. |



- |   |  |
|---|--|
| 6 | Priest gains one of victim's extraordinary abilities (if any). |
| 7 | Priest gains one of victim's supernatural abilities (if any).  |
| 8 | Priest gains one of victim's spell-like abilities (if any).    |

This ability lasts for one hour per level of the priest. The DM, of course, is the final arbiter of what abilities (if any) the priest gains, and should only bestow those that seem fitting and appropriate.

Non-evil characters that make a regular practice of these sacrifices become evil, the taint of the Beast God corrupting them over time.

Note that in area 32, PCs can find vials of vampire blood that could be used on the altar. The previous priest also sought all sorts of creatures to experiment with their blood. For example, he sent some of the host to find and capture Chasmal the werewolf in area 37 to use his blood on the altar to see what would happen.

**Background:** This temple was originally a shrine to Glarias, Goddess of the Moon (see also area 3), but Glarias was imprisoned by the Dragon Prince near the bottom of the dungeon centuries ago, and this action led to the rise of the Beast God, who usurped most of her temples. Thus, omens and portents led the priests of the Bestial Horde here within the last few years, and they have established and maintained this temple. There is another temple deeper in the dungeon, but they have not reached it yet.

**Inhabitants:** None currently. The priest of the temple was a bloodthirsty, degenerate human cleric named Errad, but a group of adventurers killed him about two months ago. No priest has yet arrived to replace him.

**Development:** Bodor and his bodyguards from area 5 might be here, and if so the guards will make full use of the Beast God's Intercession. If either Bodor or the new priest (see below) are here and seriously challenged, they will attempt to barter the secret of the altar, proposing that if the



PCs collect the blood of different creatures and offer it upon the altar, they will gain temporary abilities. But only, they say, if the Beast God's representatives (in this case, Bodor or the new priest) still live. This latter statement, of course, is a lie. It works with them or without them.

### REVISIT (EL 5)

Eventually, the Bestial Host sends a new priest for the temple. Her name is Klandra, and she is an extremely fat goblin. She has a retinue of six normal goblins with her at all times. Klandra spends all of her time here.

#### Klandra

Female Goblin (Chaotic Evil)

Cleric 3 CR 3

HD 3d8+6 hp 20

Init +0 Speed 20 feet

Languages Common, Goblin

AC 17, touch 11, flat-footed 17

BAB/Grapple +2/-2

Attack/Full Attack +4 melee (1d4, quarterstaff)

SA rebuke undead 4/day and smite (+4 attack, +3 damage) 1/day

SQ darkvision 60 feet

Fort +5 Ref +1 Will +6

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

Crucial Skills: Heal +7, Hide +6, Move Silently +2, Ride +4.

Other Skills: N/A

Crucial Feats: N/A

Other Feats Brew Potion, Scribe Scroll

Spells: 4/4/3; CL 3, +2 melee touch, +2 ranged touch  
2nd—*hold person* (DC 15/W), *inflict moderate wounds* (DC 15/W), *shatter* (DC 15/W or F)

1st—*cure light wounds*, *protection from law*, *magic stone* (DC 14/W), *sanctuary* (DC 14/W)

0—*create water*, *cure minor wounds* (DC 13), *purify food and drink* (DC 13/W), *virtue* (DC 13/F)

D: Domain Spell. Deity: Beast God. Domains: Chaos, Destruction

Possessions +1 chain mail, masterwork quarterstaff, potions of *cure light wounds*, *divine favor*, and *lesser restoration*, scroll of *detect law*, *cure moderate wounds*, and *magic weapon*, wooden holy symbol, 14 gp, 9 sp, 13 cp.

Goblins (6): hp 5 each

Connections: This room connects to areas 1 and 5.

## 7. CELLARS (EL 1)

**Summary:** These are mostly empty chambers near the surface, although there could be a combat encounter here. Searchers may find some interesting clues involving area 28 (and events that come much later as well). You will need the Butler's Diary handout.

**Sights and Sounds:** These rooms are dark. Water can be heard dripping somewhere.

---

**Rubble, old barrels and casks, rotted wooden crates, and other debris clog this area. Cobwebs fill the corners. The air is dank.**

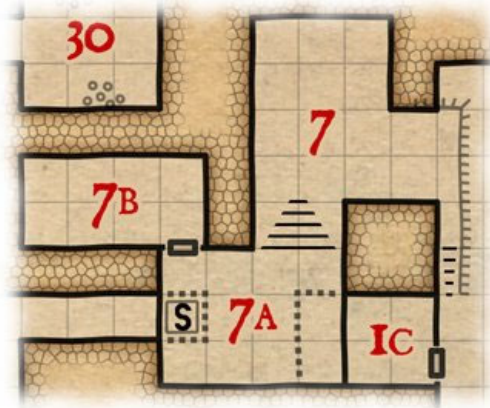
---

**Background:** This room once had access to the surface, but now the stairwell (in 7B) is choked with rubble and debris from the ruin above.

**7A:** Old wine racks fill this chamber. Most are empty, but if anyone takes the time to make a Search check (DC 10) they find two intact bottles of wine, each worth 20 gp. They also find a torn and yellowed page from the diary of Croshof, a butler in the service of Duke Chordille. Give the players the Butler's Diary handout. This will provide some clues regarding area 28, but mainly the information it contains will be useful much later in the campaign.

The secret door in the floor (Search check DC 20 to find) lifts up to reveal a ladder down into a hall that leads to area 10.

**7B:** This room is empty other than some bats and a few bits of debris that have fallen from the ruin above. There was once a staircase up into the keep above here, but it collapsed long ago and is now entirely clogged with rubble. Bat droppings cover the floor and the stench from them is so strong it makes one's eyes water.





**Inhabitants:** A swarm of bats roosts in area 7B. If disturbed, they react poorly and attack (startled, rather than hungry).

**Bat swarm:** hp 13

### REVISIT (EL 1)

If the Bestial Host manages to replenish the guards in area 1, they also position two hobgoblins here with three javelins each. They will reside in area 7A, and come into area 1 if they hear the sounds of combat. They will stay on the ledge and hurl their javelins at intruders. Each has a pouch with 8 sp and 40 cp.

**Hobgoblins (2):** hp 6 and 8

**Connections:** This room connects to area 1 and area 10.

## 8. LION'S DEN (EL 2 OR 3)

**Summary:** Two mountain lions attack anyone who comes here, although usually only one is present at any given time.

**Sights and Sounds:** This room is dimly lit thanks to the illumination from area 9. The lions are likely to give a warning growl or roar if they hear a large group coming toward them. A small group or a single individual, however, will not illicit such a warning—instead, they'll be silent in order to pounce from surprise.

If characters make Listen checks (DC 20) in the southwest corner, they can hear the darklings screeching in area 26.

---

**When you peer into this odd-shaped nexus of corridors, you realize that you've stumbled upon the den of some beasts. A feline predator snarls at you, and you can see that she protects a mewling litter of cubs.**

---

**Inhabitants:** Two mountain lions wandered out of the wilderness, looking for a place to make a den and have cubs. They came down the stairs and into this area. Now the cubs are newly born and the lions both hunt and defend their lair more aggressively than ever.

It's interesting to note that in addition to getting to the surface to hunt, the lions can move freely through areas 2, 3, 8, 9, and 11 without having to worry about any doors. They also could go into area 1 and up into 7, but they steer clear of the humanoids there, assuming they are present.

**Mountain Lion (2):** hp 22 and 18 (use leopard stats)

**Upping the Ante (EL 3 or 5):** Use lion stats rather than leopard stats.

**Connections:** This room connects to areas 2, 9, and 10



## 9. THE EYES HAVE IT

**Summary:** A terrifying monster waits in this room, but PCs quickly discover that it cannot get at them, it can only watch them.

**Sights and Sounds:** Magical light comes from within the glass cylinder. It blocks sound, however.

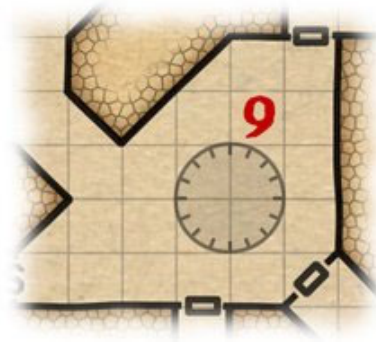
---

Dim light fills this odd-shaped chamber. In the middle of it, floating over a dark pit, you see a gray-brown creature of unique and bizarre appearance. Spherical, it sports a massive central eye, with a number of eyes on long stalks on top, and long tendrils dangling from beneath it. The whole being stretches approximately five feet across. It glares at you as you peer in.

---

Only after this initial startling moment should the DM tell the PCs that the floating creature is within a massive glass cylinder, 20 feet across that girds the perimeter of the pit.

**Glass Cylinder:** This glass cylinder is immune to magic and indestructible. It extends from this level to Levels 2, 5, 6, 8, and 10. It has an overwhelming magical aura of abjuration.



**Inhabitants:** Erralak the ocular tyrant floats in this room, but he can't get through the glass surrounding him, so he can only watch. That is, in fact, his job. His lair actually lies on Level 10, but he can view into all the levels he has access to, free from any threats. He has performed this duty for years and is well-acquainted with the barrier that hems him in. For fun, he will blast magical rays from his eyestalks at those who dare approach, and then laugh (the PCs can see him laugh, but cannot hear him through the glass). He will watch whatever the player characters do.

**Background:** Serrestique never understood the reason behind the presence of the ocular tyrant, but she liked that it scared away most intruders, and so used the rooms beyond (areas 16, 17, 18, 19, 21, 22, 23, 24 and 25) for her own purposes.

**Door to Area 16:** The door is locked (DC 20 to open) and relocks whenever closed. Those listening at the door can hear the winds blowing (no Listen check needed). The door is also very cold.

**Door to Area 21:** This door bears a carved rune that means "4" in draconic. It was placed there by Serrestique to honor the Mages Four. This door is cunningly locked (DC 28 to open).

**Secret Door:** While the door is nearly impossible to find, someone making a Search check (DC 23) finds the switch—a seemingly loose stone. Unless the searcher specifically says that she's not touching the wall as she searches, finding the switch automatically triggers the door, which slides down into the floor for exactly five rounds, and then raises again (a similar switch is on the other side). Nothing short of magic causes the door to close prematurely.

### REVISIT

The next time the PCs come into this room, Erralak observes some other level, so they don't see him.

**Connections:** This room connects to areas 2, 8, 16, 21, 22, and 25.

## 10. BACK ROOMS (EL 2)

**Summary:** Members of the Bestial Host use this series of rooms for combat practice, challenges (which occur often), and other recreations.

**Sights and Sounds:** Dim illumination comes from lamps suspended by chains from the ceiling. Anyone listening at the doors in either area 7 or 8 can hear the sounds of shouts and fighting (Listen DC 13).

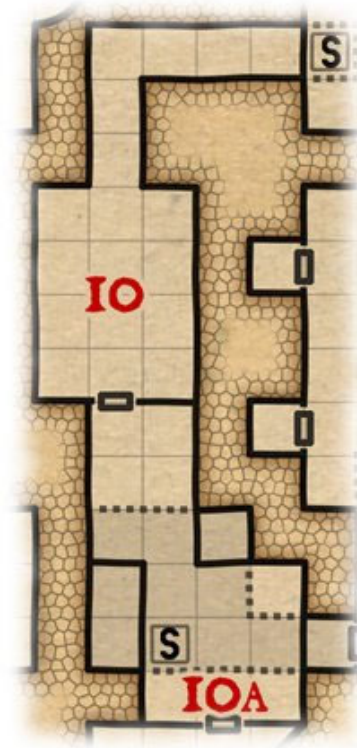
---

**Weapons and armor cast haphazardly about fill a chamber of stark stone. A woven mat covers about half of the floor, stained with blood spatters and dried gore. Hanging lamps provide greasy smoke and a foul odor as well as dim light. A large keg rests upon a chair in the corner. Ancient, rusty manacles hang here and there on the walls. The place reeks of sweat, urine, and blood.**

---

**Inhabitants:** More members of the Bestial Host (see also areas 1, 5, and 6) are here. Basically, those guards not on duty in area 1 eat, sleep, and fight here—because eating, sleeping and fighting is all the host does. Currently, an orc and a hobgoblin fight while three kobolds and another orc cheer them on. The orc has already suffered a savage blow and has only 1 hp out of his normal 5.

Thanks to the special alcohol in the keg, all of them have a +1 bonus to attack and damage rolls, as well as any Strength checks.



**Orcs (2):** hp 4 and 1

**Hobgoblin:** hp 5

**Kobolds (3):** hp 4, 3, and 2

**Tactics:** These creatures are very likely to be surprised, but once they see intruders, they stop what they're doing and attack, offering and asking for no quarter. The kobolds split up and use the aid another rules to help the hobgoblin and orcs attack at first.

**Treasure:** Laying the floor are 1d6 random weapons of average quality as well as a light wooden shield, a heavy wooden shield, a set of padded armor, and another of leather armor. Each humanoid in the room also has 1d4 sp.

**Keg:** The alcohol in the keg has been spiked with a concoction that adds +2 to the Strength of the drinker for 10 minutes, but subtracts -2 from Intelligence, Wisdom, and Charisma for the same duration. This is not magical, and there are three draughts left in the keg. Anyone making an Craft (Alchemy) check (DC 15) can determine how to replicate the concoction, however, a check with a DC of 18 allows them to realize that it will cause long term brain damage. More than three draughts makes the penalties incurred permanent.

**10A:** Area 10 and 10A are essentially the same, except that there is no light shield and rather than padded armor found the armor is studded leather. The keg in the corner of 10A, however, is currently empty.

**Secret Trapdoor:** The door in 10A is fairly easy to find (Search DC 14). It's just under the woven mat. There is no ladder or stairs to connect up with area 2 (specifically 2A), but the drop is only about 10 feet. The inhabitants of this room don't know about the door.

**Background:** Originally, this pair of rooms was part of the dungeon (prison) beneath the keep. The door to area 8 did not exist.

**Upping the Ante (EL 4):** A degenerate human fighting instructor (use orc stats) and his three goblin assistants teach the other creatures in the room new combat techniques.

## REVISIT (EL 3)

Should the PCs come here again, the spirit of one of the original prisoners from the days of the Duke and the keep above stirs as an undead shadow, moaning in torment, and attacks. Only the inhabitant in the room is different, however (no additional treasure, etc.).

**Shadow:** hp 13

**Connections:** This room connects to area 7 and area 8.

## 11. GALLERY

**Summary:** This large complex of rooms, empty at first, is eventually occupied by various humanoid creatures of the Bestial Host.

**Sights and Sounds:** The room is dark and quiet. Anyone listening at the door leading into area 13 might (Listen check DC 19) hear faint clicking sounds—the scorpion moving around.

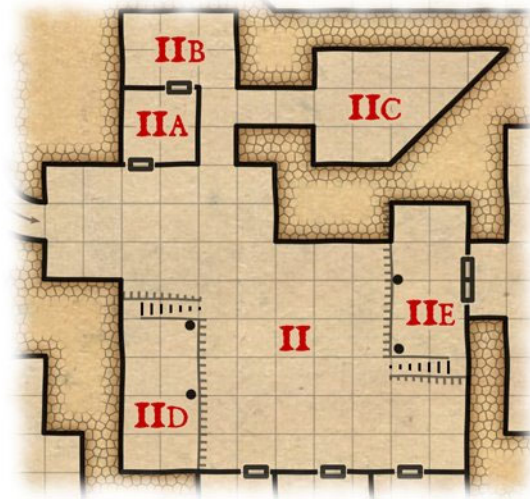
---

**This large chamber displays beautiful marble architecture in the twin balconies on the east and west sides of the room, each surrounded by a colonnade above and below and connected to the main floor via a narrow staircase. The floor shows a checkerboard pattern of cracked black and white marble slabs. The ceiling is vaulted.**

**Three corpses, blackened and desiccated by time, lie in the middle of the room.**

---

**Corpses:** The three corpses in this room have been looted by other adventurers and dungeon residents, but one still has a leather bag with two flasks of holy water. However, anyone searching the corpses must make a Fortitude save (DC 13) or contract the shakes.



**Winding Passage:** The winding passage from the northwest slopes up from here, so that the floor in area 2 is 20 feet higher than here.

**11A:** This small room is mostly empty. Both doors can be barred from the inside (although when the PCs first arrive, the doors are not barred.) A 1-foot square Judas window, covered in an iron grate with 3-inch openings, with a hinged iron door that can close and latch from the inside of the room, takes up the center of each door. There is also a similar window on the eastern wall. Anyone using these Judas windows has improved cover (+10 Hide, +8 AC, +4 Reflex saves, Improved Evasion).

**11B:** Four old beds nestle amid empty crates and overturned wooden furniture here. The north wall has a number of inset shelves, but they contain only empty jars. However, a DC 20 Search check reveals that one of the jars has some liquid in it. To magical or alchemical tests, it appears to be a potion of cure light wounds. However, it is in fact a failed alchemical admixture, basically spoiled and now magically toxic. Anyone that drinks it must make a save (Fort DC 14). Failure means that the character and all his gear are transformed into a snake (a small viper). The transformation lasts only 1d12+6 rounds. The character retains his Intelligence and awareness, but loses all character abilities and uses only the stats for the snake.

**11C:** Six old wooden beds, a pair of divans, three wooden trunks, and a tall wardrobe (now fallen over) furnish this oddly shaped room. The trunks and wardrobe contain rotten clothing now little more than tattered rags.

**11D:** This balcony is almost 20 feet high, reachable by a set of narrow, steep stairs. A dozen arrows, all old and most broken, lie scattered across the floor. Movement up the stairs is halved, and anyone doing anything in the same round as moving up the stairs must make a Balance check (DC 12) or fall.



**11E:** Similar to 11D. A pair of old prayer books, now too mold-encrusted to read, lie on the floor near the large bronze portals. These doors are covered in bronze faces, and are magical (a moderate aura of transmutation). See area 15 for more details. Movement up the stairs is halved, and anyone doing anything in the same round as moving up the stairs must make a Balance check (DC 12) or fall.

### REVISIT (EL 5)

If the PCs kill the mountain lions in area 8, the next time the Bestial Host replenishes its troops in area 1, extras will come and take up residence here.

Specifically, a degenerate human warrior will watch from the Judas window in 11A, clanging a handbell if he sees intruders coming from area 2. Then he will use a longbow through the holes. So warned, the two orcs in 11B and the three goblins and the hobgoblin in 11C will come running in one round. Three kobolds occupy both 11D and 11E, and will hurl javelins at anyone in area 11. If anyone comes from area 13 (or, up from Level 2 from area 12), the kobolds on the balconies will sound the alarm with chattering screeches.

**Degenerate human warrior:** hp 4 (use orc stats)

**Orcs (2):** hp 6 and 5; one has two potions of cure light wounds

**Goblins (3):** hp 4, 3, and 2

**Hobgoblin:** hp 5

**Kobolds (6):** hp 4, 4, 3, 2, 2, and 1

**Tactics:** These humanoid aren't guarding anything. They just live here. However, they still fight to the death with great ferocity, because that's what their god demands of them.

**Treasure:** These newcomers have brought treasure with them, and stashed it in 11C inside a pair of burlap bags in one of the trunks. These bags contain 298 shiny stones (worthless), 55 gp, 8 sp, 109 cp, a bundle of 10 masterwork crossbow bolts, and a battered silver bracelet (10 gp).

**Connections:** This area connects to areas 2, 12, 13, and 15

## 12. REFUSE PIT

**Summary:** These two adjacent rooms both have access to a deep pit filled with trash, but also a bit of treasure. But they'll have to climb down to get it.

**Sights and Sounds:** These rooms are dark and quiet. A horrible, acrid stench fills the entire area.

---

**This room appears empty. An open doorway leads to the south, but it appears as though the floor drops away beyond the threshold.**

---

**Secret Stash:** A search of this room (DC 18) reveals a loose stone in the western wall. In a niche behind the stone is stashed 100 feet of silk rope.

**12A:** This room is actually a shaft going down—a twenty foot by twenty foot pit that is almost 80 feet deep. The bottom three feet of the pit are filled with refuse and sludge. The garbage-filled muck does not help cushion a fall into the pit. In fact, there's a 25% chance that someone falling lands on something hard and jagged and suffers an additional 1d6 points of damage (for a total of 9d6).

Movement here is halved, and any action other than moving 5 feet requires a Balance check (DC 10), with failure resulting in the character falling prone into the muck. Characters suffer a -1 penalty to attack rolls and checks dependent upon Strength or Dexterity here.

Anyone searching the bottom of the pit (DC 24) can find the corpse of a halfling wearing +1 studded leather armor and a silver ring with a small sapphire (75 gp). However, anyone making this attempt with an open wound (which is to say, not at full hit points) must also make a Fortitude saving throw (DC 12) to avoid contracting filth fever.



Although it is not marked on the map, a secret one-way door five feet off the floor of the pit (and thus two feet above the sludge) in the south wall gives access from Level 2 into this pit. It cannot be opened from inside the pit, and requires a DC 32 Search check to find, so it really cannot be used to get to Level 2. However, it can be used by creatures on Level 2 to get to Level 1. The doppelgangers on that level, for example, use it to get to the surface. Rarely, they will also use it to go back down. A doppelganger needing to go down will wait here until one of their fellows opens the door (which they do periodically just to check, and then use the rope they've hidden in the secret stash. This can sometimes take a long time, so it's possible that on a visit here, the characters may encounter a doppelganger. Not wanting to fight, however, if it hears someone coming it changes into a halfling and swings around to area 12B and then hides there.

**12B:** The door between this room and area 11 is locked (Open Locks DC 30). Perhaps a better way of getting in would be to go from 12 into the pit (12A) and then into this room. Simply swinging around over the pit requires either a Climb check (DC 13) or Tumble check (DC 13). Those failing this check must make a Reflex save (DC 18) to avoid falling down into the pit.

This room was a workroom, and still has a large grindstone, a potter's wheel, a table and a cupboard both filled with various rusty tools, and a few now-empty storage crates and baskets. Amid the tools, the PCs can find a set of masterwork stoneworking tools worth 55 gp, and a magnifying glass worth 100 gp.

A key on a keyring hanging next to the door opens the door in this room and the door between area 11 and area 13.



### REVISIT (EL 3)

If the PCs ever return to the pit, they will find that a smallish otyugh has taken up residence. (It's very likely that refuse and offal simply spontaneously spawn these awful creatures.) It only has a 9 Strength so it suffers a -1 penalty to attack and damage. It's also only CR 3.

This creature, of course, is bad news for any doppelgangers that want to use the secret door. Its presence traps them on Level 2.

**Otyugh:** hp 30; -1 attack and damage.

**Connections:** This area connects to area 11



## 13. SCORPION (EL 3)



**Summary:** A large monstrous scorpion provides a straightforward combat encounter, with an interesting and piece of magical treasure hidden nearby.

**Door:** The door between this room and area 11 is locked (Open Locks DC 30). The key to this door is in area 12.

**Sights and Sounds:** This chamber is dark. Anyone listening at the

door leading in area 11 or simply standing in area 18 might (Listen check DC 19) hear faint clicking sounds—the scorpion moving around.

---

A large kiln rests against the western wall. An empty coal bin sits next to it. A few rusty iron tools lay about the floor.

The door to the east is made of wood, but covered in iron plates. The heavy lock was long ago broken, however, so it hangs ever so slightly open.

---

**Inhabitant:** A large scorpion makes its lair here, feeding off of rats another vermin, but it won't hesitate to attack the PCs if they should wander by. The smaller scorpions in area 18 are its spawn, but it mostly ignores them.

**Monstrous scorpion, large:** hp 35



**Tactics:** If the scorpion is reduced to less than 15 hit points, it will retreat if the path toward area 18 is clear. It's exceptionally fast, so if it's able to escape a melee it will likely succeed in getting away, drawing any pursuit into the waiting stingers of the other, albeit smaller, scorpions in that area. The large scorpion will head toward area 21, where it makes its last stand, if needed. It long ago grew far too large to use the little rat holes and cracks they once used to leave this section of the dungeon.

**The Kiln:** Inside the kiln, someone has stashed a bracelet of surprise, wrapped in an old rag along with a gold ring with a woven pattern (75 gp). (If a character simply searches the room, this treasure requires a Search DC 16 to find. If they specifically say they open the kiln and look inside, it's automatic.)

**Connections:** This room connects to areas 11, 14, and 18.

### New Magic Item: Bracelet of Surprise

*This simple gold chain clasps around the wrist. Anyone wearing it can, once per day, use the magic of the bracelet to accomplish one of two things:*

- 1. The character can act in a surprise round in which he normally would not act. For example, if he fails to spot a foe and the foe normally gets to act in a surprise round and he doesn't, he can use the bracelet's power and act in the surprise round. If the item makes it so that there are no surprised characters, there is no surprise round, and the round is simply a normal one.*
- 2. Allow all allies within 30 feet act in a surprise round in which they would not normally act but the wearer would. For example, if a foe sneaks up on the wearer and his friends, but the wearer spots the foe but his friends don't, he can use the bracelet to make it as though his nearby friends had made their Spot check, allowing them to act in the surprise round. Again, if this results in no one not acting in the surprise round, simply make it a normal round.*

*The item does not affect initiative in any way.*

*Faint Divination; CL 3rd; Craft Wondrous Item, augury; Price 500 gp.*



## 14. THE MALFUNCTIONING DISK (EL 3)

**Summary:** A secret platform in this room magically levitates, and if the PCs can figure out how to get it to work, they can reach a treasure on the ceiling.

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




---

**The chamber appears empty except for a massive, stylized lion face carved from stone glaring down from the high ceiling. The eyes appear to be glistening jewels.**

---

**The Platform in the Floor:** Anyone searching the floor (DC 15) finds the lip of round stone slab 10 feet across in the middle of the surface. A much more difficult (Search DC 22) to find catch near the slab will, if activated, cause the slab to float up about three inches so that it clearly levitates magically. It has a moderate aura of transmutation. It can support up to 500 pounds (more than that renders it incapable of moving). A Strength check (DC 20) allows a character to move the platform using brute strength in whatever direction he wishes assuming he has a good grip on it and leverage. Multiple characters can aid each other's attempt.

Originally, if someone stood on the platform, it would move in the direction that person willed. So if they thought about going up, it would go up. But now it is malfunctioning slightly. If someone thinks about going up, it will fly forcefully in a random lateral direction, knocking hard into the wall. The character on the platform must make a Reflex save (DC 18) or they will fly off and suffer 1d6 points of damage. If they don't fly off, they still must make a Balance check (DC 25) or fall off when the wall is struck, suffering no damage. Anyone standing in the way when the disk moves forcefully must make a Reflex save (DC 15) to get out of the way. Failure means they suffer 2d6 points of damage.

If someone tries to make the disk move down, it moves gently in a random lateral direction, and stops whenever it comes in contact with a solid object (like a wall) or when the person on the disk wills it.

If someone wills it to go south, the disk flies upward with force. The only recourse anyone on it has is to jump off in time (Reflex save DC 15) or suffer 3d6 points of damage. Sadly, they will still fall 10 feet and suffer 1d6 points of damage (as normal, a Tumble or Jump check can negate this damage). If it is already near the ceiling, it does not move.

If someone wills it to go north, it will float gently down, stopping whenever it comes in contact with a solid object (like the floor) or when the person on the disk wills it. If it is already near the floor, it does not move.

If someone thinks about going east, it smashes downward. The character on the platform must make a Reflex save (DC 18) or fly off, suffering 1d6 points of damage. If they don't fly off, they still must make a Balance check (DC 25) or fall off when the floor is struck, suffering no damage. If it is already near the floor, it does not move.

If someone thinks about west, it floats gently up. This gives access to carving on the ceiling, if the disk is still in the middle of the room.

If someone thinks of anything else, like southwest or down and to the right, the disk flips upside down, dumping the person on it to the floor from whatever height the disk currently maintains (a Reflex save DC 15 allows the person to hang on, so that they don't fall). It then moves forcefully down to the ground. Anyone standing in the way (such as the just-dumped character) when the disk comes down must make a Reflex save (DC 15) to get out of the way. Failure means they suffer 2d6 points of damage. If it is already near the floor, it does not move.

In summary:

- **Up:** Forcefully in a random direction
- **Down:** Gently in a random direction
- **South:** Forcefully up
- **North:** Gently down
- **East:** Forcefully down
- **West:** Gently up
- **Anything else:** Flip upside down, and forcefully down

If no one is on the disk, it floats in place. Getting onto the disk if it is stuck up near the ceiling can be a challenge, however. The disk could be snagged with grappling hook and pulled down (Strength check DC 20).



Otherwise, the disk floats back into its original resting spot after an hour.

The platform does not fit through the door, and even if the PCs manage to get it out, it only functions in this room.

Figuring out how to use the platform is a CR 3 challenge for determining xp.

**The Ceiling:** The ceiling in this chamber is 20 feet high. A character can potentially climb the walls to reach the ceiling, but without magic like spider climb, getting to the face laterally across the ceiling is extraordinarily hard for a climber (DC 35).

**Treasure:** The eyes of the leonine face are indeed jewels (large agates worth 200 gp each). But a Search check (DC 18) reveals that the lion's mouth is actually a secret hinged compartment that can be forced open (Strength check DC 12). Inside are the four correct screens for the lantern in area 15.

**Connections:** This room connects to Area 13. See the Map of Level 1

## 15. THE MAGIC DOORS AND THE MUNDANE LANTERN

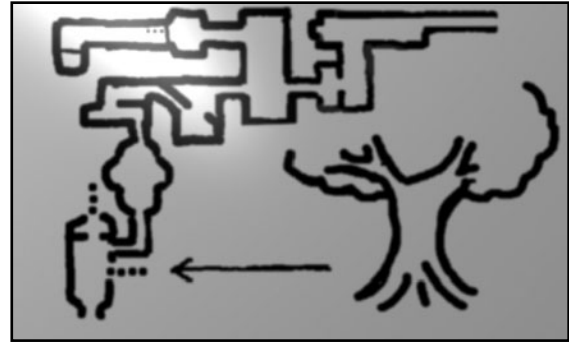
**Summary:** Magical doors make it difficult to get inside this chamber, but once inside, characters can find a lantern that, when used properly, reveals a secret door and maybe even a few other secrets about this level of the dungeon. You will need the Shadow Map handout.

**Doors:** The bronze double doors of this chamber are covered in bronze faces, and are magical (a moderate aura of transmutation). The doors are not locked, but magically sealed with an arcane lock. While a knock or dispel magic can bypass this as they could normally, there is also another way. The doors have hardness 8, 60 hp, and a Break DC of 28.

When someone approaches within five feet of the doors, the faces on open their eyes (which appear real, not bronze, although this is an illusion). If someone touches the doors, the faces speak. One at a time, with a different face reciting a different line, they speak the following riddle:

*Down below mother moon  
About the lands, a sacred gloom  
Reaching across the midnight sky  
Knowing the truths that make you cry  
Night imbued with his very essence  
Eternal light forbids his presence  
Secret questions you dare to ask  
Shadows are his faithful mask*

If any character touches the doors and says "Darkness," they open.



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

---

**Elaborate paintings cover the walls in faded, abstract patterns. A large lantern hangs from an iron chain depending from the center of the ceiling.**

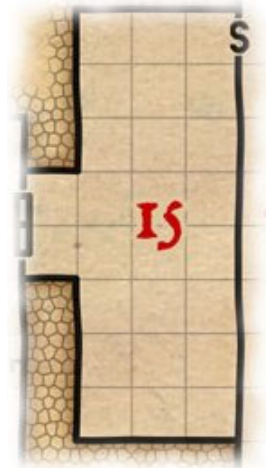
---

**The Hanging Lantern:** If anyone examines the lantern, they will see that the sides hold paper screens with colored shapes so that if lit, the lantern displays interesting images on the walls. These images interact with those painted on the walls to create a more complete picture. Whereas without the shadows projected from the lantern the paintings appear abstract, with the additions, one can see people all walking around the perimeter of the room toward a doorway. That doorway is on the same spot as the secret door leading into area 20.

If the screens are removed and those from area 14 are put in their place, the image is different, showing a rough map on the eastern wall. The map shows areas 31 (including 31A) through 35. A shadowy outline of a tree points to area 31 to distinguish it, so that when the PCs discover that room, they'll know they have arrived on the map, and they'll immediately see that there must be secret exits leading to other areas. See the Shadow Map.

**Secret Door:** A Search check (DC 25) reveals this very small circular door, low to the ground. However, if the lantern is lit, searchers gain a +10 bonus to their Search checks. The door pivots when opened, but a Strength check (DC 15) is required to do so. Medium sized creatures must crawl through the three-foot diameter opening.

**Connections:** This chamber connects to area 11 and area 20.



## 16. BLIZZARD HALL (EL 4)

**Summary:** Chaos magic has filled this chamber with a permanent blizzard, making it difficult and dangerous to cross. It is likely that beginning characters will need to turn back and tackle this area later.

**Sights and Sounds:** This room has no light. Those listening at the door can hear the winds blowing (no Listen check needed). The door is also very cold. Even with light, visibility here is cut to zero.

---

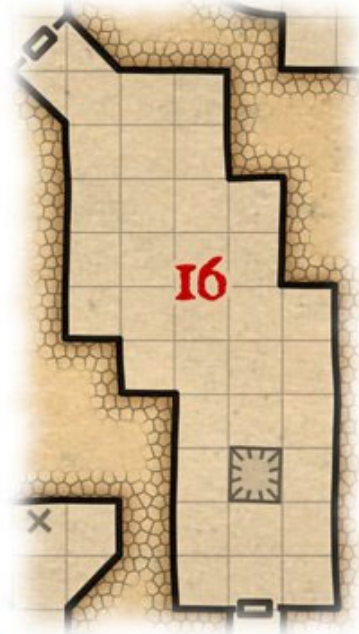
A blast of cold air greets you here, as, impossible as it seems, a blizzard engulfs this chamber. You can't see at all through the storm, the howling wind is deafening, and you suspect that entering the room will be a frigid experience.

---

**The Blizzard:** When the wizard Serrestique lived in the dungeon, she harnessed the chaos magic power of the Entropy Engine to place a permanent blizzard in this chamber to protect her treasure room, area 17.

Getting through the room is difficult. The direction of the hurricane-force winds is east to west.

- Characters unprotected against the extreme wind chill temperature (around -60 degrees F.) automatically suffer 1 point of cold damage per round.
- Characters in the room are essentially blind and deaf.



- Medium or smaller unsecured characters must make a Fortitude save (DC 20) each round or be knocked 1d4x 10 feet away and prone. They suffer 1d4 points of non-lethal damage for each 10 feet they are blown, with an additional 1d6 points of lethal damage if they hit a wall.
- Secured characters or those keeping to the west wall must move at quarter speed, and must make a Balance check (DC 15) each round or slip and fall prone.
- Crawling characters are not subject to being blown by the wind or slipping, but move at only 5 feet per round.

Crossing the room is a CR 4 challenge for determining xp.

**The Pit:** It's likely that characters struggling through this room will walk (or crawl) right into this 30 foot deep pit. Powdery snow fills the bottom 10 feet, cushioning the fall so that characters only suffer 1d6 points of damage. However, a Strength check (DC 10) is needed to pull oneself up out of the snow. Failure results in the character effectively being helpless for one round.

The walls of the pit are covered with snow and ice, making them difficult to climb (DC 25).

**Doors:** Both doors in this room are locked (DC 20 to open) and relock whenever closed. Plus, due to the winds, they will slam shut if not secured. Trying to pick a lock in the blizzard is extremely difficult (-10 on open locks checks). However, a single key opens both doors, and it can be found in area 19.

**Connections:** This room connects to area 9 and area 17.

## 17. SERRESTIQUE'S TREASURE VAULT (EL 7)

**Summary:** The treasure chamber of a wizard, Serrestique. You will need the Serrestique's Mosaic handouts (1 and 2).

**Door:** The slightly tarnished steel door leading into this room is sealed with an arcane lock and a physical lock of devious construction (DC 30 to open). It automatically relocks whenever closed. On the door, Serrestique placed a mosaic of tiny colored stone and bits of glass that form letters, but together they make just garbled nonsense words. Show the players Serrestique's Mosaic 1 handout. The mosaic has a faint magical aura of transmutation. If someone casts dispel magic specifically on the text (not just on the door, to get rid of the arcane lock), the pieces of the



mosaic magically rearrange and make more sense. Show the players Serrestique's Mosaic 2. The new text provides the passphrase needed to bypass both the arcane and the physical lock. Speaking it aloud unlocks both. However, this new text is trapped with a special version of sepia snake sigil that can affect shorter snippets of text.

**Sepia Snake Sigil Trap:** CR 3; One target held in stasis; Reflex save (DC 14) negates; Search (DC 28); Disable Device (DC 28)

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

---

**Three large chests sit against the far wall. The east and west walls hold shelves filled with strange odds and ends: feathers, small jars, stones, pieces of colored glass, dead insects, vials of powder, folded bits of paper, and more.**

---

### New Magic Item: Elixir of Action

*This magical draught grants the imbiber the ability to accomplish more in short spans of time. For 10 rounds, it grants the ability to take an additional move action each round. This means that a character could take a move action and still make a full attack, or could move three times his speed, or make a double move and still take a standard action.*

*Faint Divination; CL 3rd; Craft Wondrous Item, haste; Price 950 gp.*



**The Shelves:** The odd paraphernalia consist of various (mostly non-costly) spell components and ingredients needed in making magic items. Nothing here is particularly valuable, but as a whole the collection would be worth about 200 gp to an arcane spellcaster.

**The Chests:** Each chest is unlocked, but marked with an invisible arcane mark signifying Serrestique's ownership. Each is also trapped with a fire trap spell. The contents for the individual chests are:

**Chest 1.** Six scrolls, each within a silver scroll tube (worth 25 gp each). Each scroll holds one spell, and they include: see invisible, invisibility, scorching ray, eagle's splendor, flame arrow, and displacement. The tubes protect the scrolls from the fire trap.

**Chest 2.** 3,288 gp.

**Chest 3.** Three flasks of acid, two flasks of antitoxin, a leather pouch with six sunrods, a wooden box with four tanglefoot bags, another wooden box with 20 tindertwigs, and six potions: expeditious retreat, bull's strength, levitate, fly, protection from cold, and protection from electricity. This chest also has a false bottom, which requires a DC 22 Search check to find. It is also warded by yet another fire trap spell. Within the false bottom is a jug with three doses of elixir of action.

**Fire Trap:** CR 3; 1d4+10 points of fire damage in a 5-foot radius; Reflex save (DC 14) negates; Search (DC 28); Disable Device (DC 28)

**Connections:** This room connects to area 16.

## 18. MORE SCORPIONS

### (EL 1, 1, AND 1)

**Summary:** This is a strange meandering corridor that holds three different encounters with giant scorpions.

**Sights and Sounds:** This hallway is dark. Anyone listening can hear faint clicking sounds—the scorpions moving around (Listen check DC 17).

---

**This dark, dank corridor smells of mold. The walls occasionally boast an interesting stone of bluish hue here and there, but upon closer examination, its just some kind of slimy coating probably better left alone. Something as large as a mastiff, but with far more legs scuttles around the corner, a long barbed tail ready to strike!**

---

**Inhabitants:** There are three medium monstrous scorpions in this area, but they are spread out and don't really work together. However, they don't fight each other either. They roam through through this area into area 20 and all the way to area 21, occasionally going to area 13, looking for food—usually rats or other vermin—but won't hesitate to attack the party and fight to the death. These scorpions are



the offspring of the large scorpion in area 13, but they have no special relationship to it.

The DM is encouraged to stage these as three encounters, one right after another, but if you want to challenge the players more, have them happen to be together.

**Medium monstrous scorpions (3 total):** 18, 13, and 11.

**18A:** In the point of this angular dead-end extension of the hallway is a mosaic of dark tiles showing a vague humanoid shape. Close inspection of the mosaic shows that each of the small pieces of tile that comprise the figure bear a crude, etched image of an insect—likely a fly. This image depicts Czarzem the Wicked, a demon made of flies, who dwells on Level 6. For now, this is a bit of foreshadowing. A Search check, a Craft (stoneworking), or a Knowledge (Dungeoneering) check (DC 18) reveals that the mosaic is much newer than the stone around it.

**18B:** This small room has a number of wooden pegs on the walls, from which hang a few cloaks, a leather coat, a hat, and a few scarves. These are all old and worthless except for one of the cloaks, which bears a delicate silver clasp made to look like a flock of birds (80 gp).

**Treasure:** A mostly-eaten corpse of an elf lies at the western end of the corridor. It wears a serviceable chain shirt amid the tattered rags of clothing, and a masterwork rapier lies nearby. 13 gp, 49 sp, 19 cp, and a set of thieves' tools lie scattered around the shredded remains of a leather bag.

### REVISIT (EL 4)

When the PCs return through this area again, assuming at least a few hours (or days) have passed, a gang of ghouls has wandered down from roaming the countryside at night and is feasting upon the remains of the dead scorpions. However, they would much prefer the flesh of living humanoids, and so turn and fall upon the party as soon as its presence is known.

**Ghouls (4):** hp 9, 11, 13, and 20

**Tactics:** The largest and toughest of the ghouls is the leader, and is a bit smarter than his followers. He carries six tanglefoot bags and uses them on front-rank melee fighters

while the other ghouls attack. If possible, he commands his followers to flank foes, but it's likely that this encounter will be in a 10 foot wide hallway, so that might not be possible. In such a case, he hangs back and uses the bags from the second rank. These hungry ghouls fight to the death.

**Background:** Sadly for the people of the Fallen Duchy, packs of ghouls or other undead aren't all that uncommon a threat after the battles that resulted in the death of the Duke and the destruction of the keep. These ghouls are former residents of the Duke's army now cursed to wander in search of flesh. They're too smart to just wander into town to be slaughtered, however, so they hang around the ruins or on the road and wait for lone travelers. Times have been particularly hard for them lately, though, and they have decided to go down into the dungeon to find whatever food they can.

**Treasure:** The pack leader, in addition to carrying six tanglefoot bags, has a set of masterwork lockpicks (and he knows how to use them so DMs who want to could stage this encounter just about anywhere on this level if they wished).

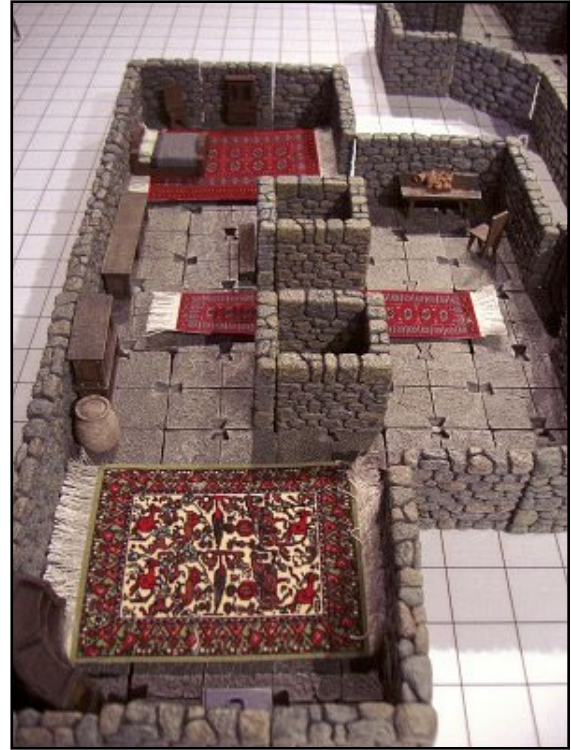
**Connections:** This area connects to areas 13, 19, 20, and 21.

## 19. SERRESTIQUE'S PERSONAL CHAMBER (EL 1)

**Summary:** A large bedchamber preserved by a homunculus, this chamber holds important keys and information that will make it easier to get around this level of the dungeon. It was the room of Serrestique's.

**Door:** The door bears an invisible arcane mark identifying the room as Serrestique's.

**Sights and Sounds:** This chamber is lit by continual flame spells cast on the ceiling. Anyone listening at the door can possibly hear Drix moving around in the room (Listen DC 22).



Two massive, square pillars, almost ten feet to a side, support the center of the ceiling in this wide chamber. Beautiful silken curtains drape from the walls, and equally lavish woven carpets of red and gold adorn the floor. Throughout the chamber, old but still serviceable wooden furniture can be found: a divan here, a bureau there, a wardrobe, a credenza, a few tables of varying sizes, and a massive, sumptuous bed. Even a marble bathtub hides behind a folding wooden screen next to a silver-plated rack for hanging towels. The place seems clean and well-kept, and yet does not feel lived-in.

A tiny creature, like a lumpy potato with wings, holds a feather duster and flits about the room cleaning and humming to itself. It seems to notice you, but is not alarmed—or even particularly interested.

**Background:** This was Serrestique's bedchamber. A fairly powerful wizard with expensive tastes, she furnished her living quarters lavishly and beautifully.

**Inhabitant:** Drix, Serrestique's homunculus still dwells in this chamber. His mistress' last command was to tidy up, and so that's what he's been doing for the last 10 years. He attacks anyone that attacks him, or anyone that makes

a mess—otherwise he ignores intruders. Like all homunculi, he can't speak.

A Knowledge (arcana) check (DC 15) allows a character to realize that homunculi die when their creator dies, suggesting that Serrestique is still alive. She is alive indeed, held in the Prison of the Red Saint. She's in stasis, and so cannot transmit telepathic messages to Drix, even though they are within range.

**Homunculus:** 12 hp.

**Secret Pillar:** The western pillar is hollow, accessed via a round secret door on its eastern side. The door can be found with a DC 22 Search check, and to open it must be turned clockwise, after which point it pops open on a hidden hinge. Inside is a shelf that holds the following things:

- A key to the doors in area 16.
- A piece of paper describing the bluesteel door between area 3 and area 20 and offering its password, "Desitam." It is written in Common.
- A piece of paper describing the location and operation of the secret door in area 9. It is written in Draconic.
- A miscellany of other notes written in Common or Draconic by Serrestique as reminders to herself. Many of these include "to do" lists, potion ingredients, spell component lists, and so on. Nothing of real interest or value can be found among them.
- A *potion of cure serious wounds*
- A scroll of *blur*
- A *potion of cure moderate wounds* that has spoiled, and now (in addition to its normal effect) causes the imbiber's skin to turn pale green for about 24 hours.

**Treasure:** Characters could consider taking the drapes, the rugs and various bric-a-brac here. A character making an Appraise check (DC 12) could find about 500 gp worth of fairly easily transportable goods.

The rest of the room's contents, including the large pieces of furniture—should someone actually manage to get all it out of the dungeon—would be worth at least 2,000 gp in total. However, there are ten pieces that would require someone of at least average strength to carry, five pieces that require two to carry (even a supernaturally strong character would need help, not from the weight but the unwieldy nature of it, drawers and doors opening, and so on), and two pieces—the bed and the tub—that very likely needs four people to carry it. For the average adventuring party, it's fairly unrealistic that they could pull off such a thing and get it all the way back to town.

**Connections:** This room connects to area 18.

## 20. THE PIT (EL 2)

**Summary:** This is a large empty room with a huge pit and many hidden exits/entrances.

**Sights and Sounds:** This room is dark. No Listen check is needed to hear a dripping sound from somewhere (down in the pit).

---

A very long chamber stretches before you, with a dark pit yawning in the centralmost portion. A few tapestries still hang on the walls, making you think that perhaps once this was some kind of gallery or festhall. However, years in a dank dungeon have done these items of decor no favors. Mold and mildew, dirt and grime stain them, making them little better than rags. A tarnished bronze statue of a knight in armor still stands vigil over the room.

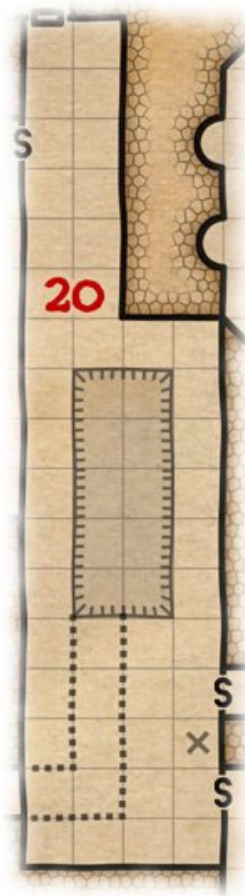
---

**Background:** In days past, this was a festhall used by worshippers of Glarias the Moon Goddess, whose daytime festivals required that a place underground, out of sight of the sun. The moon and stars painted on the ceiling have long since faded.

**Northern Door:** The door to area 3 is bluesteel and cannot be opened without the password "Desitam." This word can be learned in area 19 or from Chasmal the werewolf in area 37.

**Pit:** The pit is about 18 feet deep. The surface is covered in bits of rotten wood and a few rusty nails. An arched opening leads from the bottom of the pit to a corridor that connects to area 18.

Closer inspection of the pit suggests that once, long ago, a wooden platform covered most of it, and perhaps a wooden staircase connected the main floor with the bottom of the pit. This wood construction collapsed long ago, and only rotting splinters bear testimony of its existence.





**Western Secret Door:** A Search check (DC 25) reveals this very small circular door, low to the ground. It pivots when opened, but a Strength check (DC 15) is required to do so. Medium sized creatures must crawl through the three-foot diameter opening.

**Statue and Eastern Secret Doors:** The secret doors leading to the east can't be found normally, but examination of the statue (Search DC 20) reveals that the knight's visor raises, which causes the northernmost door (leading to area 37) to swing open on nested hinges. However, a Search check with a result that exceeds DC 28 also indicates that behind the visor, on the knight's bronze face, both eyes can be depressed. Pushing one or the other causes the statue to zap the character for 2d6 points of electrical damage. Pushing both at the same time causes the southernmost secret door, leading to area 38 (and ultimately the Vault of the Ring), to open.

**Finger zap trap:** CR 2; 2d6 damage to one target, no save; Search (DC 30); Disable Device (DC 35).

## REVISIT

If the PCs revisit this room, two different things could happen depending on the actions that they took while they were here.

1. If they did very little while they were here, a gray ooze has moved into the area and positioned itself in the archway where the hallway leads south out of the pit. From there, it strikes anyone that passes by, hopefully with its natural camouflage giving it a surprise attack. The only clue the PCs might have to its presence is if they left a rope or ladder or any similar organic item in the room, as it is gone when they return (the ooze ate it).

**Gray ooze:** hp 30

2. If the PCs got the bluesteel door open and took some action to keep it open (including destroying it), some members of the bestial host now investigate this chamber. The PCs very likely catch them off-guard, as they have just entered the room and scouted it out, believing it to be secure as the PCs enter.

**Hobgoblins (2):** hp 8 and 7

**Degenerate human warriors (2):** hp 7 and 6 hp (use orc stats) They possess the Improved Bull Rush feat as a bonus feat.

**Goblins (6):** 6, 5, 5, 4, 4, and 3 hp; They possess the Low Blow feat as a bonus feat.

**Tactics:** If the PCs face the gray ooze, its tactics are straightforward. The humanoids, however, will very likely retreat back into area 3 if at all seriously threatened. Despite the ferocity normally associated with their cult, they're a bit spooked to be exploring a region that had for so long been sealed off from them. If they are able, they will go all the way back to area 1 and join their comrades there (if anyone is currently there). They retreat no further, however, and remain to protect the temple.

If they do stay to fight, the goblins use ranged attacks while the humans and hobgoblins attempt to bull rush the PCs into the pit, if possible (the humans, with their bonus feat, are better at this than the hobgoblins).

**Treasure:** The gray ooze has no treasure, but the humanoids carry 2d6 cp and 1d6 sp each (so 20d6 cp and 10d6 sp total).

**Connections:** This room connects to areas 3, 15, 18, 37, and 38.



## 21. SHRINE TO THE MAGES FOUR (EL 2)

**Summary:** This chamber offers magical curiosities (and dangers) as well as some valuable information about the history of the dungeon. You will need the Serrestique's Book handout.

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

---

This room appears divided into five distinct sections, four surrounding a central fifth. Each of the outer four focuses upon a statue of a different figure, two human men, a male elf, and a human woman. On either side of each statue hangs a portrait of the figure depicted in the statue. Each of these little rooms also has a short wooden table with a few unlit candles and other bric-a-brac upon them. The central room seems to be empty other than a small puddle of brackish water on the floor.

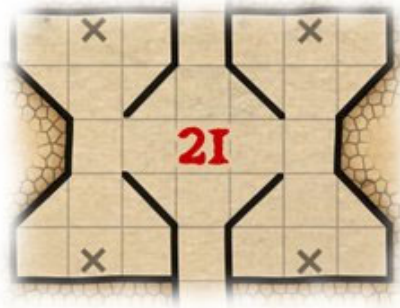
---

**Background:** The Mages Four were ancient wizards that helped create much of the dungeon. It was this shrine that drew the mage Serrestique here in the first place. Serrestique almost worshipped the Mages Four, and sought to find a place to venerate them, and ultimately, become more like them.

A Knowledge (history) or Knowledge (arcana) check (DC 24) identifies the figures enshrined here to be the Mages Four. For more information, however, PCs will need to consult the book in the southeast chamber.

**Northwest Chamber:** The statue and paintings here depict a human man in robes. Despite appearing at least sixty if not older, the man is fit and energetic. In one of the paintings, strange monstrous (but mostly indistinct and unspecific) creatures appear to cavort. The statue bears a brass plate with the name, "Caval the Conjurer."

The statue's arms seem to be in a strange position. A Search check (DC 16) reveals that the arms are separate from the body, and that they can rotate. Nothing the PCs can do can make the arms turn, however. Messing around with the statue in any way (searching it, investigating it, tugging at the arms, etc.)



triggers a magical effect that happens 1d4 rounds later. The statue's hands rise into their proper position on their own, and the statue looks as if suddenly casting a spell. And in fact, it is. The statue casts *summon monster III* and summons a fiendish crocodile that immediately attacks and fights until slain or for 20 rounds, at which time it disappears.

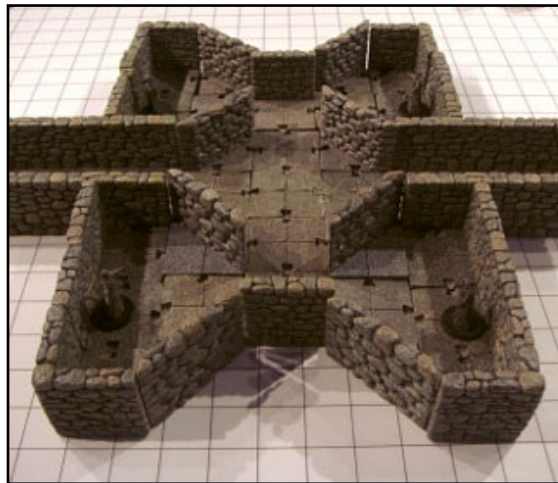
**Fiendish crocodile:** hp 22; Use crocodile stats, plus Fire and Cold resistance 5, smite good (+3 damage), SR 8.

**Southwest Chamber:** The statue and paintings here show a rather feeble old human man leaning heavily upon a straight wooden staff. He bears a pained scowl. The statue bears a brass plate with the name, "Shakaran Titanslayer."

The staff has a magical aura of faint transmutation. A Search check (DC 20) reveals that the staff can be removed from the statue as a separate piece. If one does this, the true nature of the staff is revealed, as it becomes a special magical weapon. The magical quarterstaff has an enhancement bonus equal to the level of the wielder divided by 4, rounded up. It also carries with it a special curse that cannot be removed. The curse makes it so that if the staff is ever sold or traded, it disappears forever before the transaction can be completed. It can be given away freely from person to person, however.

**Northeast Chamber:** The statue and paintings here

depict a round faced human woman in her sixties with short hair and a wide smile. The statue bears a brass plate with the name, "Lissandera the Enchanter."



One of the two portraits here is magical, with a strong aura of enchantment. If anyone approaches within 5 feet of it, the portrait whispers a suggestion in Common, and despite its low volume all within the shrine can hear it. All within hearing must make a Will save (DC 15) or fall under the effects of the suggestion to “place in front of my statue the item you currently possess that you hold most dear.” Any item put in front of the statue disappears forever.

DM's should take note that this is an opportunity for a little character development. Obviously, most characters should put down their best or most important item. A fighter should lay down his primary weapon. Another character might put down his best magic item (if he has any). However, if a player can justify why a relatively worthless item is his most cherished, allow it, but then remember what it was for later. Work with them to build on that character bit. If he says that his most dear item is a letter from his sister, remember that the character is close to his sister and encourage him to work that into his character further later on.

**Southeast Chamber:** The statue and paintings here reveal a slender elven male with a pronounced widow's peak and particularly pointed ears. He wears long robes with a hex pattern. The statue bears a brass plate with the name, “Pholaen the Worldweaver.”

On the small table in the southeast chamber lies a book, a handwritten tome penned by Serrestique. It details her travels across much of the continent searching for information about the Mages Four, finally coming to this dungeon and finding this shrine. Give the players the Serrestique's Book handout which is a summary of the book's contents. If the players have questions about something in the book that isn't in the summary, it's probably not in the book, either. DMs are encouraged not to reveal more than what's in the handout at this stage.

**Upping the Ante (EL 4):** Instead of summoning a fiendish crocodile, the statue summons a fiendish giant crocodile. The monster will have a little trouble in the narrow confines of the room (having to “squeeze” through openings a lot) which probably lowers the CR of it to 4 rather than 5.

**Fiendish Giant Crocodile:** hp 59; Use giant crocodile stats, plus Fire and Cold resistance 5, smite good (+7 damage), DR 5/magic, SR 12.

**Connections:** This room connects to areas 9, 18, 22, and 24.

## 22. MAGIC DRAINING ROOM (EL 2)

**Summary:** Serrestique has set up a fiendish trap to steal magic from those wandering the dungeon. Some may discover, however, her method of absorbing and using the stolen magic.

**Sights and Sounds:** A faint blue illumination fills this room with dim light, about the equal of candlelight. The room smells faintly of ozone. Those making a DC 20 Listen check can hear a faint buzzing sound.




---

**This chamber holds two statues carved from wood. They are fairly crude, and seem to portray a woman with wavy hair wearing a long coat. The stones that comprise the floor are particularly cracked and crumbling here.**

---

**The Statues:** These poorly made statues are entirely mundane. Serrestique made them herself, depicting herself, and she doesn't have much woodworking talent.

**The Draining Effect:** Anyone entering or passing into the room must make a Will saving throw (DC 15). Failure means that the figure is suddenly blasted with blue lightning. This energy is painful, but inflicts no actual damage. Instead, it drains magic.

If the victim is a spellcaster of any kind, roll 1d6. The result is the total number of spell levels victims lose from their prepared spells or spell slots, starting with the highest level spell or slot. So if a character has prepared a 2nd level spell and two 1st level spells, and the DM rolls a 3, he loses the 2nd level spell and one random 1st.

If the victim has no spells, but has one or more magic items, the trap drains power from a random item. A potion or scroll is permanently drained. A charged item loses 1d6 charges. Any other item is rendered powerless for 24 hours. (A powerless magical sword is still a sword, but it has no enhancement bonuses or special properties.)

A character without spells or items suffers no effect.

A character that has made a saving throw (successful or not) is immune to the draining effect until he or she leaves the room and comes back in again, at which time another save is in order.

Characters encountering and dealing with the magic draining effect should get experience points equal to a CR 2 encounter.



**Attuning to the Power:** Serrestique created this room to drain magical energies from others and store it for her own use. A character within the room (whether they made their save or not) who has witnessed the effect can attempt a Knowledge (arcana) check (DC 20). If successful, that character knows that the magic being drained is being stored in the room for later use. That same character can attempt a Concentration check (DC 28; taking 10 or 20 is not possible). Success means that a spellcasting character gains a +1 caster level bonus for 24 hours. Success to a nonspellcaster means a +1 luck bonus to attack and damage rolls for 24 hours, or a +2 luck bonus to their highest skill (player's choice).

Whether or not a character succeeds at the Concentration check, only one such attempt per 24-hour period is possible.

After characters attune to the room successfully five times, the magic in the room is drained. However, each time the room drains magic from a caster or item, one additional attunement is possible. So if three PCs get drained before they figure out that it is possible to attune to the room, the room now holds eight potential "uses."

**Development:** It's quite possible, even likely, that the PCs will never realize that this room offers a source of power for

them. Most will believe that it's just a trap and move on, avoiding the room afterward. Those that do, however, may find it useful in the future to "sacrifice" minor magic items to the room for the power boost, particularly when the skill check DCs become easier to make.

### REVISIT

When the PCs return to this room, they see a dead body in the middle of the floor. It's a human male dressed in simple clothing with a long cloak. A close inspection reveals that his head has been smashed in, as if with a blunt object (like a mace) from behind. A half-full spell component pouch hangs from his belt. All his other belongings have been taken.

Two adventurers, a cleric and a sorcerer, came to Dragon's Delve and began to explore, finding their way to this chamber. They discovered the room's ability to grant power, and the cleric, a male half-elf named Rethrik Aversati killed his mage companion to keep the secret for himself. Rethrik took his companion's valuables and gears, and decided to further explore, but he himself met his end in area 23.

**Connections:** This room connects to area 9, 21, 23, and 24.

## 23. RELIC DISPLAY (EL 7)

**Summary:** In her quest to revere and ultimately commune with the Mages Four, Serrestique gathered some of the relics owned by the infamous spellcasters and placed them here—but she warded them as well.

**Sights and Sounds:** A pair of candles lights this room. There is nothing to hear.

---

A simple rectangular chamber here displays a large banner with four symbols upon it on the south wall. The banner is darkened with mold and mildew. The room also contains two pedestals, each holding a variety of miscellaneous objects—a bit of cloth, a smoking pipe, a scroll, a dagger, a comb, and more. Each pedestal bears an inscription as well, but time has made them difficult to read.

---

**Background:** While she lived here, Serrestique venerated the Mages Four, and ultimately hoped to commune with them somehow. While she didn't believe that they had actually become gods, she did feel that they had somehow translated themselves to a higher existence somehow, perhaps now dwelling permanently upon another plane. She believed that if she gathered enough of their former belongings (all found using various painstaking divinations), she could somehow contact them through meditation.

**The Banner:** The banner bears the four personal sigils of the Mages Four. Serrestique made the banner and placed a magical ward upon it so that anyone that touches the banner without saying the names of the four mages suffers electrical damage.



**Electrical Ward:** CR 2; One target suffers 2d6 electrical damage; Reflex save (DC 13) for half; Automatic reset; Search (DC 27); Disable Device (DC 27).

**The First Pedestal:** Upon closer examination, this pedestal bears the inscription, “Pieces of your brief earthly existence.” Atop the pedestal PCs find the torn hem of a cloak, a quill pen, a pipe for smoking, and a small leather pouch containing dust (this is the dust of used spell components—it has no value). Anyone attempting to touch or remove any of the items is cursed with stupidity.

**Bestow Curse Ward:** CR 4; One target suffers a reduction of 6 points of Intelligence (minimum 1) until the curse is removed; Will save (DC 16) negates; Automatic reset; Search (DC 29); Disable Device (DC 29).

**The Second Pedestal:** Close inspection reveals the pedestal's inscription: “To bring myself closer to your essence.” This pedestal holds a slightly tattered and yellowed (but still usable) scroll of summon monster II, a masterwork dagger bearing one of the four symbols on the banner, a silver comb (worth 15 gp), and three sticks of incense and a copper incense burner (together worth 20 gp). Anyone attempting to touch or remove any of the items is cursed with eternal sleep.



**Bestow Curse Ward:** CR 4; One target falls asleep until the curse is removed; Will save (DC 16) negates; Automatic reset; Search (DC 29); Disable Device (DC 29).

**The Candles:** Each of the pedestals holds an everburning candle, but they extinguish themselves forever if removed from where they sit. Still, each rests in a silver candleholder worth 20 gp.

**Secret Door:** The secret door in the north requires a DC 20 Search check to find. Once found, it easily pivots open.

### REVISIT

As mentioned in area 22, two adventures came here after the PCs first visited but before they returned. One died in area 22, the other died here. When the PCs come back to this room, in front of the banner lies the corpse of a half-elf. He wears half plate armor and the symbol of an obscure god of trickery named Hyssash (revealed with a DC 19 Knowledge (Religion) check). Lying next to him is a masterwork mace (still with the blood of his companion from area 22 on it) and a burned-out torch. In his belt he's tucked a masterwork dagger and a pouch containing a potion of lesser restoration and 12 gp and 3 cp. In his backpack, searchers will find a pouch with 34 gp, 55 sp, and 18 cp, as well as three torches, two day's rations, a flask of alchemist's fire and a wand of burning hands with 2 charges left. On his back is strapped a light crossbow and a quiver with 11 bolts. (Some of these items belonged to his sorcerer companion in area 22.)

If the PCs destroyed the banner or somehow otherwise deactivated the ward upon it, the body of Rethrik the half-elf cleric should be found somewhere else. Perhaps they find him slain by the darklings in area 26, the animated statues in area 24, or the trap in area 27.

**Connections:** This room connects to area 22 and area 25.

## 24. ANIMATED DANGERS (EL 4)

**Summary:** Serrestique found a great treasure deeper in the dungeon and set it up here with eternal guardians in the form of animated statues.

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

---

A long, wide hall stretches ahead with small alcoves and niches along its length. Many of these hold small shelves that display various small idols or statuettes of unknown origin. In other places, the shelves are empty. At the southern end of the room, a stone table holds a triptych of massive size.

---

**Inhabitants:** While not truly “inhabitants” per se, the statuettes will animate and attack anyone that comes into this room. Each is a different stone figure, ranging from 5 to 15 inches tall. All are humanoids of some kind, and they number eight in total.

As statues, each has the improved speed animated object ability, so their speeds are 50 feet for the tiny ones and 40 feet for the small ones. They all have hardness 8.

**Animated object, tiny (6):** hp 2 each

**Animated object, small (2):** hp 6 and 10

**Tactics:** The statuettes are tough to damage due to their hardness, but they don't really threaten to inflict much dam-



age either. However, these objects have a unique special ability. Given a full round, they can work together to form a single animated object of large size. This animated object has a rough humanoid form (two arms, two legs) made of the smaller statues all clinging together. If the combined statue suffers more than 10 points of damage, however, it breaks into its component statues again, and one of the small statues falls apart, destroyed.



**Animated object, large:** hp 52

If forced to fight as individual statues, they have been designed to use yet another trick. The tiny objects attempt to destroy whatever light source the PCs have, if any. They attack torches or lanterns as if they have the improved Sunder feat. They ignore magical light sources, and if that's all the PCs have, or if the PCs have no light (and can probably see in the dark), they simply attack as normal.

The statues don't actually use their eyes, and are not hampered by the darkness (assume they have blindsight). The PCs, however, very likely will be hampered in the dark.

They do not follow intruders that retreat out of the room.

**Triptych:** Serrestique uncovered this amazing work of art deeper in the dungeon. It wasn't created by the Mages Four, so it's not placed in area 23, but it is still quite impressive and very valuable. It is made of three flat pieces of ebony, framed in copper and held together with copper hinges. The triptych portrays a map of the night sky, with various small jewels holding the positions of the stars and planets above. The entire work of art is worth 1,200 gp. Unfolded, it is three feet across and it weighs 300 pounds.

**Upping the Ante (EL 5):** In addition to the statues, the southern portion of the room (the octagonal part) is trapped so that if any living creature enters it without saying the password, “Serrestique,” magical bonds of force form around the creature, entangling him or her, making it even more difficult to fight the animated statuettes.

**Entangling Trap:** CR 1; entangle for 5 rounds to all targets, no save; Search (DC 30); Disable Device (DC 35).

**Connections:** This room connects to areas 18, 21, and 22.

## 25. THE SECRET STUDY

**Summary:** Serrestique created a study for herself here, hidden away by secret doors on all sides. Like so many of her things, even her bookcase is magically protected to deter others from poking around.

**Sights and Sounds:** This room is dark and quiet. Anyone listening at the door to area 26, however, hears scratching and a strange gibbering noise.

---

This square room offers a few comfortable-looking chairs and divans, although dust and perhaps even a little mildew covers them. There are tables holding unlit lamps, a large glass hookah pipe. Paintings hang on the north and south walls with calm, pastoral scenes. Someone has even built a large recessed bookcase into the western wall, but a glass panel flush with the wall prevents access. Above the shelf, a row of colored square pegs fit into small holes.

---

**Background:** Despite her affinity for magical wards and traps, Serrestique did not create the bookcase and its magical protection. This was actually created by a puzzle-loving bard from 500 years ago named Jumanik.

**Bookcase:** The glass in front of the bookcase is identical to that surrounding the shaft in area 9. It is indestructible and immune to magic. It can't be removed from its position by anything short of multiple wishes.

The books behind the glass have been scribed in a number of languages—although many show no title on the spine at all. Those you can decipher seem to be texts on magical theory and history. The books are mundane, but many are rare. In all, the collection is worth 500 gp, but that includes over a hundred volumes, some of them quite heavy and most at least somewhat fragile.

If the books are removed, the back of the bookcase may be searched (DC 22). Success on the check means that the character finds a sliding panel that conceals a niche containing one book: a spellbook that Serrestique was going to study and copy from (in fact, she's already made margin notes to herself indicating such). The book contains the following spells:

- 0 level: All core cantrips
- 1st level: *animate rope, burning hands, endure elements, grease, identify, shield*
- 2nd level: *fog cloud, ghoul touch, icebolt, protection from arrows, whispering wind*



**The Pegs:** The only way to get at the books is to solve the puzzle of the colored pegs seven feet off the floor, a few inches above the top of the glass barrier in front of the bookcase. There are a dozen marble pegs, in all different colors. They can easily be removed from the dozen small holes that they rest within so that the pegs can be arranged in any order in a straight line above the bookcase. The colors are red, purple, black, brown, green, blue, gray, yellow, white, orange, silver, and gold. However, only three of them are significant: the black peg, the white peg, and the gray peg. No matter how the pegs are arranged, as long as the black, gray, and white pegs are next to each other, in that order from left to right, the puzzle is solved and the glass barrier lowers into the floor for one hour.

As a clue, ten of the pegs have letters carved into the portion that fits into the holes, so that a peg must be removed to see its letter. In order, the letters on the pegs (including blanks, for the spaces) spell out:

*EVIL TO GOOD*

Of course, if the PCs start removing pegs before they notice the letters, they may render the clue moot (or at least far more difficult). The clue in area 2, however, which says, "The gray lies between the black and the white" is all they really need to solve this.

**Furnishings:** The room offers nothing of much value. A drawer beneath one table contains a few nice pens, some ink, and a lot of parchment.

**Secret Door to the North:** Listening at this door reveals scratching and gibbering noises. This secret door is not too hard to find (DC 20) and simply pushes open, but it is stuck. A strength check (DC 18) is needed to open it, and



even if successful, this requires a full round, giving the darklings in area 26 plenty of time to swarm around the door and prepare attacks.

**Secret Door to the South:** This secret door requires a DC 20 Search check to find. Once found, it easily pivots open.

**Secret Door to the East:** While the door is nearly impossible to find (although the dead end passage is a good clue), someone making a Search check (DC 20) finds the switch—a seemingly loose stone. Unless the searcher specifically says that she's not touching the wall as she searches, finding the switch automatically triggers the door, which slides down into the floor for exactly five rounds, and then rises again (a similar switch is on the other side). Nothing short of magic causes the door to close prematurely.

**Connections:** This room connects to areas 9, 23, and 26.

## 26. DARKLINGS (EL 2)

**Summary:** Minor demons called darklings inhabit this room, craving human flesh.

**Sights and Sounds:** The room is dark. Anyone taking time to listen, however, hears darklings scratching at the walls and gibbering incomprehensible words.

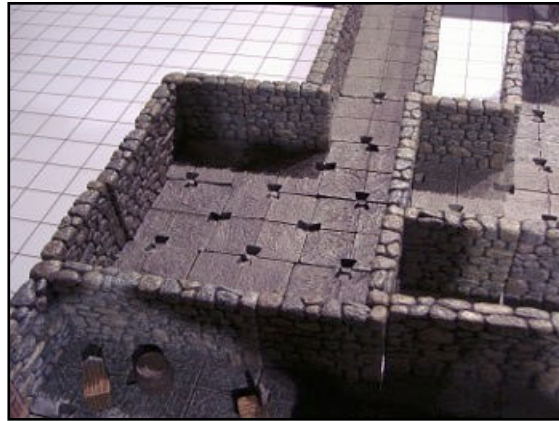
---

**Tiny demonic things, their sickly flesh a charcoal gray, scramble anxiously about this small room. The walls and floors bear scratches in the stone from what appear to be decades of fiendish claws scraping against them.**

---

**Inhabitants:** Summoned by the evil spirit in area 28, small demons called darklings are trapped in this room. Spiteful and evil to the core, these creatures attack anything that comes into the room and fight to the death.

**Darklings (4):** hp 3, 4, 5, and 7



**Tactics:** If the PCs come from area 25, the time it takes to open the door alerts the darklings and allows them to crowd around the door (including above it) to strike at anyone coming through. The darklings move very quickly, and tumble as they move, constantly moving into good positions to attack, frequently gaining flanking bonuses when possible.

**Background:** Ramscorn and his retinue passed through this room not terribly long ago, and slew the darklings that were here. Two of Ramscorn's group perished, and were left here, although most of their valuables are gone. The shrine in area 28 replenished the demons and the new darklings tore apart the orc and kobold that died here.

**Treasure:** It's not much, but a greataxe, 50 feet of rope, and a chain shirt from the orc from Ramscorn's party still lie pushed into one corner.

**Development:** Unless the PCs release the trapped spirit in area 28, more darklings will be summoned into this room, at a rate of one per day, until there are four here.

**Upping the Ante (EL 4):** Double the number of darklings in the room for a truly horrific encounter for low-level PCs. Increasing the number increases the number of times they will be able to try to daze a character with their whispers.

**Connections:** This room connects to area 25 and area 27.



## 27. BROKEN DOWN TRAP (EL 3)

**Summary:** A trap of dwarven construction makes proceeding past this chamber very dangerous, even though the trap no longer works properly.



**The Doors:** The door to this room from the south is iron cast in the shape of a leering, hideous face. Red paint has mostly flaked off the door. It has a hardness of 10, 60 hp, and a break DC of 28. It is not locked, but it will be at some point in the encounter (Open Lock DC 30).

The door to this room from the north is clearly not the original door. The wooden door does not fit the original hinges nor does it completely fill the doorway or appear particularly sturdy. It has a hardness of 5, 10 hp, and a break DC of 15. It is not locked, but it will be at some point in the encounter (Open Locks DC 20).

**Sights and Sounds:** This room is dark and silent. If a dwarf looks at the room, he or she will notice that the floor is slightly tilted to the east. A Craft (stoneworking) check or Knowledge (Architecture and Engineering) check (DC 15) reveals the same information.

---

**Smooth stones compose this chamber's walls, masterfully worked and fitted. The east and west walls are covered in iron spikes pointed in toward the middle of the room. Many are somewhat bent or blunted. Walls and spikes alike bear ominous stains.**

---

**The Trap:** One full round after at least 50 pounds is placed upon the floor, the doors close and lock. With a great lurch, the room turns 90 degrees as if on an axle running north and south, so that the eastern wall quickly becomes the floor. Characters in the room fall onto the spikes. They suffer 1d6 points of damage from the fall, and the spikes (many bent or blunted) make 1d4-1 +5 attacks against each character, inflicting 1d4+2 damage each.

Then one round passes, after which time the room rotates again, this time 180 degrees so that the western wall is now the floor. Characters fall 30 feet for 3d6 damage and

the spikes once again make 1d4-1 +5 attacks against each character, inflicting 1d4+2 damage each. Characters who guessed that this was coming and attempted to secure themselves by hanging onto the spikes they've just fallen into can make Climb or Strength checks (DC 15) to keep from falling, although then they'll be hanging from the "ceiling."

After another round passes, the room is supposed to rotate 180 degrees once more, so that the eastern wall is now the floor again. However, it only turns a small bit before a massive clanking sound is heard and the whole room shudders to a halt. The trap, more than 1,000 years old and activated countless times, breaks down and locks into place with the western wall more or less being "down."

**Broken Rotating Room Trap:** CR 3; mechanical; location trigger; 1d6 fall + pit spikes (Attack +5 melee, 1d4-1 spikes per target for 1d4+2) and then 3d6 fall + pit spikes (Attack +5 melee, 1d4-1 spikes per target for 1d4+2) after another round; Search DC 20; Disable Device DC 30.





**Bypassing the Trap:** In the hallway, next to each door, there is a stone block that can be moved ever so slightly (Search DC 30 to find it). If it is moved, the trap is deactivated for one minute.

**Fixing the Trap:** The doors are supposed to eventually unlock, and the trap is supposed to eventually reset, but that won't happen now. However, someone could make a Disable Device check (DC 30) to repair the room, at which time it would automatically reset and the doors would unlock.

**The Rotated Room:** Once the room is rotated, activities that would be normal (like breaking down one of the doors or opening the locks) suffer a -2 circumstance penalty. Even reaching the door requires climbing the walls (DC 20 Climb check).

**Background:** Ramscorn found a scroll in area 7 that explained how to get safely past this trap (the location of the stones that deactivate it) and that the stairs down were not too far beyond it, which prompted his attempt to reach and explore Level 2. He still has the scroll.

**Development:** If the PCs disable this trap, passage between Levels 1 and 2 becomes much easier. Keep this in mind for dungeon residents and other adventurers going back and forth between levels.

**Upping the Ante (EL 5):** DMs wishing to make this room more challenging can institute two changes:

1. The spikes are recessed into the walls until the doors close, so the PCs have less warning.
2. The trap doesn't malfunction. In this case, it continues to rotate two more times before resetting, each time inflicting 3d6 points of falling damage and spikes.

## REVISIT

If the PCs leave the room so that the western spiked wall is now the floor, after at least a week has passed, when they return they find the doors now both broken open (if they weren't before), and someone has placed crude wooden ladders connecting each door with the floor and placed multiple wooden planks over the spikes making a trip across the room safe and easy. This might even be accompanied by the north and south secret doors in area 25 now hanging open.

This was likely done by other adventurers, but it could have been completed by newly arrived members of the Bestial Host, perhaps a party sent to find Ramscorn.

**Connections:** This room connects to area 26 and area 28.

## 28. SECRET SHRINE (EL 1)

**Summary:** This is a secret shrine devoted to a demon lord. An evil spirit is trapped within the room, which causes havoc upon the PCs.

**Sights and Sounds:** This room is dark, and even when light is brought in, it is dimmer and redder than it should be. Anyone making a Listen check (DC 15) can hear what sounds like the rhythmic beating of a heart.

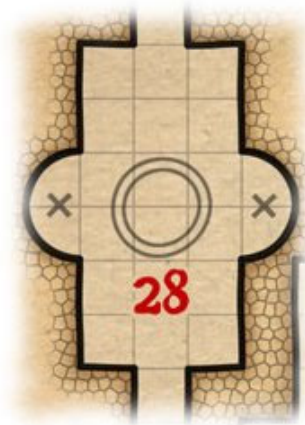
Two demonic statues flank a round dais in the middle of this room. The floor is ancient black and white marble, cracked in a few places. The walls appear to have once been covered in plaster, but most has long since peeled away, exposing well-made stone blocks.

On the north end of the dais, a short table holds a number of knives, covered in dust. Toppled black iron candlesticks, each 3 feet tall, lay about the floor, as do a few mostly-burned down red candles. The floor around the dais is covered in dripped red wax.

**Background:** Originally a room constructed by the dwarves, when Duchess Andra Chordille found her way into the upper levels of the dungeon on her own, she selected this room to make a shrine to Rivenyk, her secret demonic patron. At that time, the passage from area 7 connected to this room. That

connection was sealed long ago by Andra and her malevolent cohorts, so that the trap in area 27 protected the shrine. They also built the secret door in area 26, further concealing this room. The fact that this room was on the way to the stairs down did not bother Andra because she convinced her husband the Duke to forbid exploration of the dungeon.

Andra conducted many unspeakable, evil rituals here, which included invoking Rivenyk himself to join her on the dais.





**Statues:** Each painted plaster statue depicts a different terrible, demonic beast. Both represent different forms Rivenyk takes, and both have the demon lord's name inscribed upon them somewhere (Search DC 22 to find the hidden inscription). Both are hollow and relatively easy to destroy if someone wished to do so.

**Inhabitant:** An evil spirit resides in this room, literally possessing the entire place. The very essence of the evil rituals that Andra conducted here, the spirit is in a way the result of her union with the demon lord.

**Tactics:** When the PCs first enter the room, pick one PC and ask for a Spot check. Regardless of what the roll is, inform him that he saw one of the statues move ever so slightly. This is the spirit simply jiggling the statues.

After a round or two, ask another PC to make a Spot check. That PC sees the other statue move.

Next, a PC must make a Will save (DC 15). If the save fails, the character's clothes and gear turn against him. A hood moves of its own volition to cover his face, a sheathed sword bangs against his leg, rope begins to coil around him. He is entangled.

All the PCs hear a deep, rumbling voice from all directions that says, "Get out or face the wrath of darkness incarnate!"

Next, the knives on the table fly at the PCs. There are six knives, and they attack random targets with a +10 ranged bonus, inflicting 1d4+2 damage each.

After that, the spirit will continue its poltergeist-like antics until the PCs leave.

**Countering the Spirit:** The spirit has no physical form—not even an incorporeal one, so it can't be "fought" in any way. It can be banished to the Abyss using dismissal, banishment, dispel evil, atonement, consecrate, hallow or similar spells. Further, if the PCs bring the idol found in area 32 here, the spirit is free to leave. In this case, the spirit does not automatically leave, but instead accompanies the PCs if they keep the idol (otherwise, it goes to the Abyss). This means that at any time, the spirit can use tactics similar to those mentioned above to make the PCs' lives difficult. It can use mild telekinesis or speak aloud—usually at inopportune times, such as when the PCs return to town and are talking with an important NPC. In fact, the spirit is unlikely to reveal its presence until a very inopportune moment. Certainly not right away. Assume that the spirit can produce all sorts of sounds, and even odors as it wishes. It can't pick up anything heavier than about 5 pounds at a time. It is mischievous, malevolent, and very intelligent. The best thing for the PCs to do once they have brought the idol here is to destroy it.

Banishing the spirit should garner the PCs experience points as if they had defeated a CR 1 encounter.

**Treasure:** One of the knives has a jeweled handle, making it worth 70 gp.

**Development:** The evil spirit here is responsible for the darklings in area 26. However, it can only bring one darkling into the world per day, and it can manifest no more than four at a time (or eight if you are using the Upping the Ante option in area 26). New darklings appear in this room and go immediately to area 26, ignoring the trap in area 27 because they can fly. If the evil spirit is banished or loosed, no more darklings appear.

**Connections:** This room connects to areas 27, 29 and 30.

## 29. ZOMBIES (EL 2 AND 2)

**Summary:** Zombies!

**Immediate Attack:** As soon as the PCs approach within 20 feet of the door to this chamber, the door opens as four zombies lurch out and attack. Two rounds later, four more zombies come out.

What's more, 1 minute after the PCs slays a zombie, it reanimates with full hit points, and attacks once more. Even if the zombie is dismembered or burned, its flesh regenerates back to its original rotting-but-whole state and attacks. Only destroying the mirrors in the room keeps the zombies from reanimating.

**Human Commoner Zombies (2 groups of 4):** hp 16 each

**Sights and Sounds:** This room (once the PCs actually reach it) is dark and quiet, stinking of ancient rot and decay.

---

**This rather simple room is mostly empty. On each of the north, east, and west walls hangs a large mirror framed in silver.**

---

**The Mirrors:** Each of the mirrors has a moderate aura of necromancy. Anyone looking into one of the mirrors must make a Will saving throw (DC 14). Since there are three fairly large mirrors, one on three of the four walls, it's very



difficult to be in the room and not look into a mirror. Those that fail the save see their reflection, but their skin is rotting and peeling, their hair falling out in clumps, and their eyes are black, shrunken orbs. In the mirror, the reflection is a zombie. The victim stares in horror at this reflection until forcibly shaken or removed (so a lone character could be in real trouble). Even after this happens, the character is shaken for the following 30 minutes.



Those that make the save see their reflection normally, but also something more. They see other people reflected in the image of the room that aren't in the room. Eight of them. It's not terribly hard to figure out that the images are of the eight zombies, but the mirror shows them while they were still alive. The figures seem to be very sad. They are, in fact, trapped. Destroying the mirrors (hardness 1, 5 hp) frees their souls and keeps the zombies from reanimating.

**Treasure:** One of zombies still wears a medallion under his rotting shirt. The large gold disk bears the image of a charging stag and is worth 85 gp.

**Background:** These poor figures are the animated bodies of those people sacrificed to the demon lord Rivenyk in area 28.

**Upping the Ante:** Having all the zombies come at once doesn't really make this a more dangerous encounter, since only two can get at the PCs at a time. In fact, it might be easier because they could all be potentially turned at once. Instead, make the zombies considerably tougher by giving them each accept attack as a bonus feat.

**Connections:** This room connects to area 28 and area 30.

## 30. RUBBLE TROUBLE (EL 1 OR 8)

**Summary:** This room is not entirely stable, making it dangerous to linger within. Plus, a ghostly dog here may befriend the PCs.

**Sights and Sounds:** This room is dark and quiet, although occasionally characters can hear the sound of small stones or bits of dust falling from the ceiling if they spend a long time listening.

---

**Rubble covers the floor in this room. The ceiling has apparently partially fallen in, and the cracked remains bow downward at an alarming angle. Fallen rubble has smashed wooden furnishings including what was likely a bed, a wardrobe, and a chest. A small intact table and an overturned chair remain in the south end of the room.**

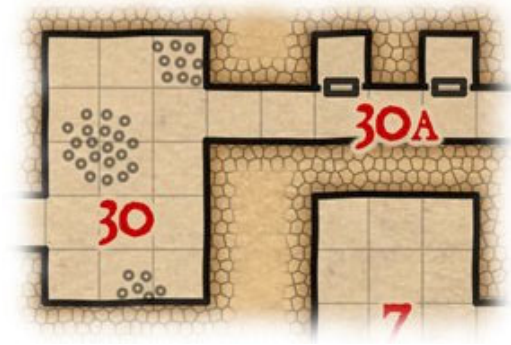
---

**Unstable Ceiling:** If the PCs simply hurry through this room, they face no real danger. The problem comes in if and when they linger here, or mess around with the room's contents.

Every round beyond the first that creatures spend in this room, there is a cumulative 1% chance of a minor collapse. If the contents of the room (the rubble, the furnishings, the walls, the floor, etc.) are touched, disturbed, pushed, pulled, or otherwise handled, the cumulative chance rises to 5% per round.

**Minor Collapse (CR 1):** The whole ceiling is not going to cave in. However, a disturbance might make some stones from the ceiling fall. If this happens, everyone in the room suffers 2d6 points of damage. A Reflex saving throw (DC 15) reduces the damage by half.

**Major Collapse (CR 8):** If someone set off an explosive effect here (like a fireball), or struck any of the room's surfaces with great force (a Strength check with a DC of 22, or something that inflicted at least 20 points of damage at once), the entire room collapses in on whomever is within. This is unlikely to happen. Use the standard rules for cave-ins if it does.



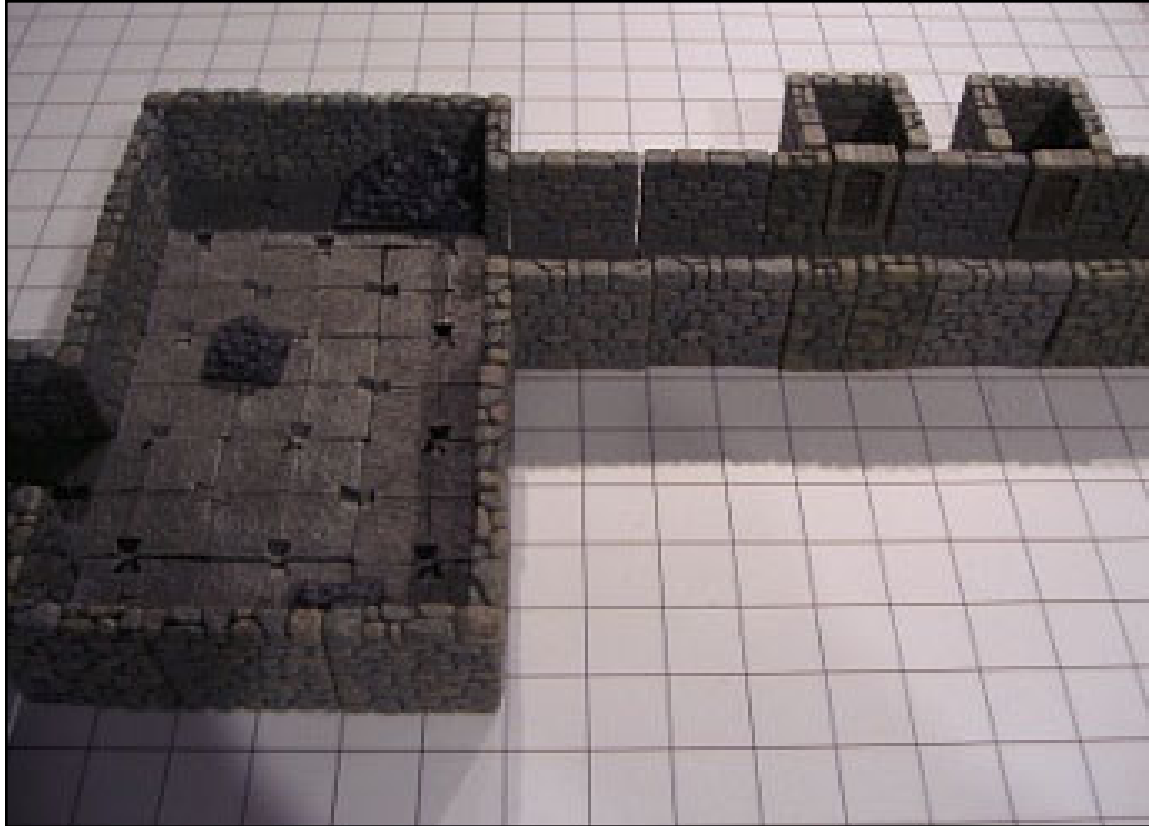
**Treasure:** Under the pile of rubble in the north end of the room there was once a chest. PCs searching through the rubble (DC 22) can find some valuables, but it takes 10 character-rounds to find and get at it amid all the broken chunks of stone. Thus, it takes one character 10 rounds, two characters 5 rounds, or ten characters 1 round to get the treasure out. A character must have a Strength score of at least 10 to help in this endeavor.

The treasure consists of half a broken gold and pearl necklace worth 150 gp, a dented, small golden urn (80 gp), 297 sp, and 99 gp.

Amid these valuables, searchers find the broken wooden remains of the chest, shattered glass and pieces of pottery, and a seriously bent (and ruined) masterwork mace.

**Development:** The ghost of a dog dwells in this room. However, he's only going to make his presence known if either the evil spirit in area 28 has been banished or if the PCs bring the idol from area 32 here. He is afraid of the spirit and hides unless one of the above conditions is met. In the first, he comes out and attempts to befriend the PCs. If the second happens, he gets very agitated and begins to bark, immediately triggering a minor collapse. In this latter case he does not manifest until the statue is taken out of the room or is destroyed.

This dog, whose name was Hunter, once belonged to Duke Bryson Chordille, and was a faithful and loyal companion. When the dog manifests, he looks like a translucent, ghostly Rottweiler happy to see the PCs and eager to play. One PC chosen at random—or chosen by the DM because



he or she is a likely soft touch—suddenly gains the awareness of the dog’s name, and that he means no harm.

If ignored, Hunter goes away. But if treated kindly, he takes a real liking to the PCs. Any attempt at using animal handling or wild empathy automatically succeeds. Hunter wants to be friends.

So what does it mean to have a ghost dog friend? Mainly, it’s in the hands of the DM. Hunter should be a somewhat unreliable and unexpected ally. No more often than once every other day, Hunter should manifest as a normal dog (using riding dog stats) for no more than an hour. Sometimes, he will simply show up and tag along. Sometimes, he will aid the PCs in a fight. It doesn’t matter if Hunter “dies,” as he’ll just come back again in a couple of days. He will obey requests and commands from PCs that are kind to him. Hunter should never leave Dragon’s Delve, and certainly cannot travel to another plane. PCs that are very kind to Hunter might even be able to call him and make him manifest when they need him, but he can never do more than a normal dog could.

Thus, no “ghost dog” stats are provided, as they’ll never be used. Hunter either makes an appearance as a normal dog or he’s not around at all. The only difference is that

death means little to Hunter. However, even as a normal dog, he can be dispelled as if he was a spell cast by a 10th level caster (although he can come back again after two days) and spells such as dismissal or banishment dispel Hunter for good. He cannot enter any location protected from extraplanar travel, an anti-magic area, or an area affected by unhallow. Finally, if Hunter’s physical form is slain by an outsider or an undead with more than 10 HD, his spiritual form is also destroyed.

**Hunter manifested:** hp 15

**30A.** The two small rooms off the eastern passage have doors that were once locked, but both have been broken and barely hang on their hinges. They are easily opened. The western room contains a pile of elegant woman’s clothing, moth-eaten and covered in mildew (now all worthless). The eastern room is mostly empty, although an empty chest lays on its side against the western wall.

**Connections:** This room connects to areas 28, 29, and 31.

## 31. STAIRS DOWN

**Summary:** The roots of an ancient, magical tree extend down from the surface to this room, aiding the PCs now but eventually presenting a subtle danger to them.

**Sights and Sounds:** This room is dark and smells of fresh dirt and plant matter. As soon as the PCs enter this room, a deep, resonant voice asks in Common: “Where does the shadow lie?”

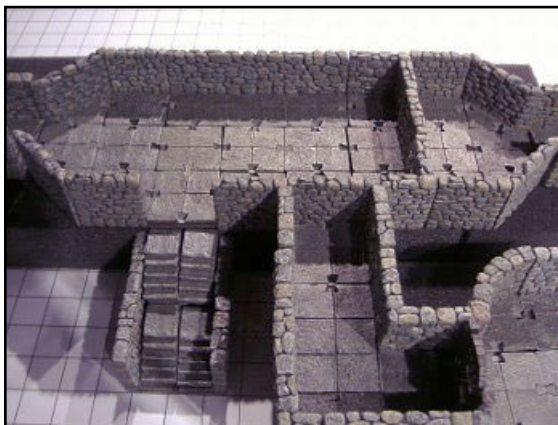
---

The roots of a massive tree fill this room, breaking through cracks and rents in the ceiling and winding down through holes similarly punched into the floor. Some of these roots are as thick as trees all by themselves, giving the impression of massive, dark, wooden columns stretching from floor to ceiling. An archway in the south provides access to a staircase leading down. Some of the roots even run down the stairs.

---

**Background:** Once, in the courtyard of Chordille Keep, there stood a tree sacred to the goddess Glarias. The so-called Moontree, in fact, was much older than the keep. The keep was built around the tree which glowed with a pale illumination when touched by moonbeams. When dire circumstances imprisoned the tree’s patron in the deep recesses of the dungeon, it began to change into a dark and evil thing. However, when the keep was razed, the attackers also chopped down and burned the twisted tree. However, its roots lived on in the darkness.

**The Roots:** The Moontree’s roots extend from above this chamber, through it, and down into area 39 on Level 2. The roots are magical (they have a moderate aura of enchantment) and possess a rudimentary intelligence. That intelligence is conflicted, and PCs should mentally feel the conflict while in the room. The conflict is between Glarias’ mostly good nature, and her usurper, the Beast God and his dark nature. Here in the upper portion of the roots, the relatively benevolent nature holds sway, mostly.



It is, in fact, the good nature of the magical tree that speaks to the PCs as they enter the room. The correct answer to the question is, “The shadow lies between the dark and the light,” which any follower of Glarias would know. (This answer can be found in area 2.) If answered correctly, the tree’s roots move to outline the door leading to 31A. This is a reward because the secret stairs there allow access to a special room on Level 2, and it allows the PCs to bypass the evil portion of the roots, in the room down the stairs, below, in area 39.

Although a particular root or root section can be destroyed (Hardness 8, 200 hp, Break DC 35), only a miracle, wish or similarly high level magic can destroy all the roots.

**Stairs:** The stairs lead down to Level 2, area 39.

**Secret Door to the East:** A searcher needs a DC 35 check to find this door without the help of the roots.

**Secret Door to the South:** Much easier to find, a Search check with a DC 20 reveals the outline of this door, which pivots with some difficulty (Strength check DC 15) due to the roots.

**31A:** This secret room is mostly empty. A few remnants of roots hang from the ceiling, but nothing like area 31 itself. The stairs lead down to area 40 on Level 2.

### REVISIT (EL 2)

The next time the PCs pass through this room, they hear no voice. The feeling of conflict is gone—because it is ended. Attempting to aid the PCs (getting them to area 40 on Level 2) took all of the benevolent aspect’s power, and now the roots have succumbed to darkness. Now the roots whisper dark suggestions of blood and murder. One random PC must make a Will saving throw (DC 15) or suddenly physically attack his or her nearest companion to the best of his or her ability for one round. After this happens, the character returns to normal (likely confused and mortified, or at least embarrassed) and cannot be affected by the tree in this way again.

This happens on all subsequent visits to the room until everyone in the group has had to make a save, after which point, the effect fades (unless someone new joins the group).

**Connections:** This room connects to areas 30, 32, 39, and 40.

## 32. COVERED TREASURES (EL 3)

**Summary:** A miscellany of treasures awaits PCs in this room concealed by secret doors. But not all of them are what they seem.

**The Doors:** The doors leading into this room from either direction are made of dark wood bound in iron and copper. Each also bears a tarnished copper plate with an engraving of galloping horses on it, about six inches across. (If removed, these plates are worth about 5 gp). These doors are also locked (DC 25 to open), and are sturdier than most of the doors on this level, with a hardness of 5, 20 hp, and a Break DC of 25.

**Sights and Sounds:** This room is dark, but there is an ominous whispering sound all around the room that comes from a series of modified magic mouths. The whispers are harsh and low, and listeners can't make out what they're saying.

---

**A series of free-standing pedestals fills this room, although most are empty and many of those are actually knocked on their sides and lay on the floor. Only four of the pedestals still has something on them, and each of these is covered with a dusty black cloth.**

---

**Treasure:** The four objects hidden under cloths are all valuable: a crystal eagle sculpture, a demonic idol, a glowing jar, and a silver urn. They are all described individually below. In addition, a Search (DC 20) of the rest of the room produces a few other minor treasures amid the toppled pedestals including a silver candelabra worth 75 gp, an elaborately carved wooden box containing finely made candles (the whole package worth 100 gp), and a glass vial with a gold stopper (worth 6 gp) that contains a cursed potion of obsession that works just like incense of obsession. According to identify or Craft (alchemy) checks, the potion is an elixir that adds +1 caster level to a spellcasting imbiber for 24 hours.



Further, a higher score on that Search check (DC 25) reveals a hidden compartment on one of the fallen pedestals. The compartment is easily popped open, and inside is a vial of vampire's blood. A Craft (alchemy) check (DC 20) reveals what it is, but it has little value other than as a curiosity (worth 20 gp). However, if used on the altar in area 6, it could offer interesting benefits.

**Crystal eagle sculpture:** This object once belonged to Duke Chordille. The eagle was a part of his family crest and he always felt a kinship with the bird. During the attack on the keep above, someone managed to bring it down into the dungeon so that it would not be destroyed. It is heavy, about 100 pounds, but it's worth 800 gp.

**Demonic Idol:** This image might seem familiar to PCs that studied the demonic statues in area 28. In fact, like those statues, a careful examination of this squat, leering figure (Search DC 20) reveals the inscription of the name Rivenyk hidden on its back. It is a simple ceramic statue and worth about 10 gp.

A Knowledge (religion) check (DC 15) reveals that this idol has some particular significance in area 28.

**Glowing Jar:** This large glass jar has three motes of light within it that flutter about like fireflies. (A strange thing that may tip characters off that something's not quite right is that one PC will actually see fireflies in the jar, while others see only lights.) If loosed, these motes turn into their true form: grigs. These tiny sprites have been imprisoned for years and are very angry. They attack anyone nearby, shouting in Sylvan and Common that they will get vengeance for their imprisonment, and calling anyone they see a tyrant (death to tyrants!). One of the three has the classic grig fiddle, allowing him to attempt to use his irresistible dance ability.

PCs realizing that grigs are usually good aligned can attempt a Diplomacy check (DC 20) to calm the grigs down and avoid a fight. If given the chance, the grigs calm down on their own and begin to think straight after 2d6 rounds. If the PCs entreat with the grigs, or treat them with kid gloves until they calm down, the grateful sprites reward all

wounded characters with a cure light wounds effect. This is not a normal grig ability. They call it the “blessing of the woods.” They don’t know how long they’ve been imprisoned, but remember that it was a group of human soldiers that grabbed them in the woods to the north of Dragon’s Delve. (They were working under orders of Duchess Chordille.)

**Grigs (3):** hp 1, 2, and 3

**Silver Urn:** The urn itself, engraved with images of people walking in procession beneath a crescent moon, is worth 60 gp. However, it is sealed with wax. Inside is a large square of embroidered silk with the image of a tree (worth 12 gp). Wrapped in the silk are four wafers, each bearing the symbol of the moon. They each have a magical aura, and in fact are identical in all ways to a potion of aid, except that one must eat them rather than drink. They are sacred to the goddess Glarias, but anyone can use them. Despite their great age, they remain quite fresh.

**Development:** If the PCs bring the idol to area 28, it will loose the evil spirit trapped there as explained in that room’s description.

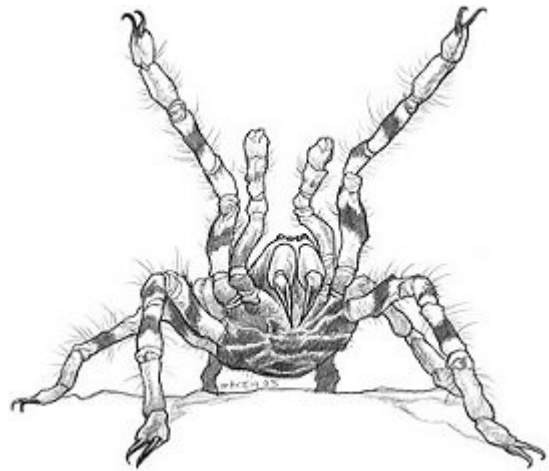
**Connections:** This room connects to area 31 and area 33.

### 33. SPIDER’S WEB (2, 2, AND 3)

**Summary:** A room full of webs and dangerous spiders of different sizes, including a strange mistress spider that has a magical ability that will certainly challenge PCs.

#### Sights and

**Sounds:** The room is dark. If the characters bring light, allow each a Spot check (DC 22). If successful, a character spots the web net near the ceiling and the group can avoid it. A DC 18 Listen check allows a character to hear the gentle skittering of the monstrous spiders moving amid the webs.




---

**It’s difficult to see much of the room, as the thick skein of spider’s webs obscures your vision. More than ten feet in, and the webs appear impassible.**

---

**Web Net:** If no one spots it, the first character (or two characters if they are abreast) to enter the room must make a Reflex save (DC 14) to avoid a net-like web that drops from above as they jostle near-invisible strands. A character that fails is treated exactly as if he had been caught in a net. Once the PCs move 10 feet into the room, whether the net falls or not, the first wave of spiders attacks.

**The Webs:** The webs burn, but do not catch fire for long. Describe it to the players as being more like melting rather than burning—as flame from a torch or other source touches the webs, they disappear, but setting webs on one end of the room alight does not mean that all the webs in the room burn away. It will take conscious effort on the PCs’ part to burn a path through them at a rate of 10 feet per round. If they don’t use flame, PCs can try to hack or tear their way through, but this takes much longer—about 1 foot per round.

Deeper into the webs, you see the desiccated husks of drained rats and other small vermin, trapped in cocoons of webbing.

**Inhabitants:** It will come as a surprise to exactly no one that this room full of webs is the home of a number of rather prodigious spiders. These spiders feed on rats and mice they catch in their massive web. Although they come in many groups and sizes, all are monstrous spiders.

The first spider encounter is with four small monstrous spiders.



**Monstrous spider, small (4):** hp 3, 4, 5, and 8

The next encounter is with two small and one medium monstrous spiders and it does not occur until the PCs slay all the spiders from the first encounter and have moved at least 30 feet deeper into the room.

**Monstrous spider, medium:** hp 11

**Monstrous spider, small (2):** hp 4 and 5

The last encounter comes three rounds after the first, no matter what. This time, two small monstrous spiders and the mistress of the web attack. This mistress is a spider that has been magically mutated by the leaking chaos magic from deeper in the dungeon.

In addition to being particularly large and healthy for her size, this spider has a gaze attack with a 10 foot range, afflicting victims with a confusion effect for 1d4 rounds (Caster Level 7, DC 12 Will save resists). All the spiders are immune to this effect. She is a CR 2 monster.

**Mistress of the web, monstrous spider, medium:** hp 18

**Monstrous spider, small (2):** hp 5 and 6

**Near Area 34:** PCs notice that many tiny, gnat-like insects are trapped in the webs near area 34.

## REVISIT

### (EL VARIES)

A week after the PCs clear out this room (assuming they do), spiders start showing up again, and three random 10-foot squares along the walls are once again filled with webs. The room contains 1d6 tiny and 1d4 small spiders. The spiders continue to build webs at the rate of one 10-foot square per day until the room is filled again. After another full week, a medium spider moves in.

**Connections:** This room connects to area 32 and area 34.

## 34. THE POOL OF MUCK (EL 2)

**Summary:** A dangerous substance left over from a strange experiment much deeper in the dungeon now threatens too-curious PCs.

**Sights and Sounds:** This room is dark. A Listen check (DC 25) suggests a very faint squishing or sloshing sound in the north end of the room. It reeks of something quite acrid.

---

**Tiny flying insects buzz around this room in annoying clouds. Two skeletons lie on the floor of this room near the remains of a large broken clay vessel. A dark trail of dried liquid leads from this scene to the north. An intact clay vessel rests near the entrance from the south.**

---

Another skeleton sprawls on the steps leading down into 34A.

**Background:** Well over a decade ago, some of the cambions on Level 6 fleeing the wrath of their master brought some valuable chemicals and substances here and hid them for safe keeping.

Just 3 years ago, a trio of rogues entered Dragon's Delve with the intention of getting some quick treasure. They

found their way here from the southern rooms and came upon the secret storehouse of

alchemical mixtures guarded by some magical wards. They defeated the wards, and got to the goods in 34B.

The ledge in 34B housed a number of clay vessels sealed with wax. Assuming the contents to be valuable, they began moving them out. That's when things got

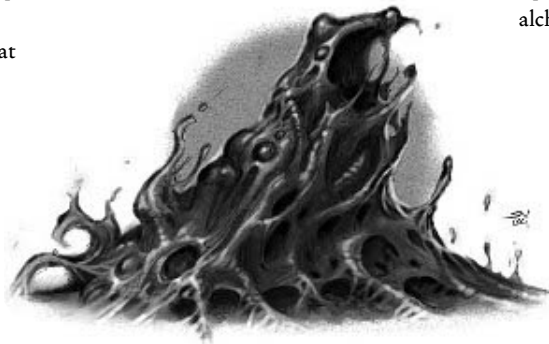
bad. Two of them dropped one of the clay vessels, loosing a semi-sentient caustic substance. Basically, a

proto-ooze. It engulfed and consumed them

and then killed the other on the steps as it moved down into the pool, where it grew slowly, filling the lower area. The muck has only one "goal," if such a term can even be applied to something that isn't really a creature. It seeks the counter agent in one of the huge pots in 34B that will end its existence.

But it can't reach it.

**Clay Vessel:** Near the south hall leading to 34C, this big pot is stoppered and sealed with wax. It contains a substance that can be identified with a Craft (alchemy) check (DC 25) as one of the raw materials used to make tinder-



twigs or alchemist fire. If successfully removed from the dungeon, it's worth 75 gp. It weighs 80 pounds.

**Insects:** The insects are harmless, but interestingly enough are inadvertently spontaneously generated by the ooze.

**Skeletons:** The three rogues have little left on them not destroyed by the muck. The two in the middle of the room lay near the inorganic remains of destroyed light crossbows and bolts, and two slightly rusted short swords. A scattering of coins (34 gp, 88 sp, and 8 cp) lays around them, along with a few miscellaneous iron belt buckles and iron clasps. The skeleton on the steps lays near a similar collection of the inorganic leftovers of his gear, backpack, and clothing, plus 7 gp and a masterwork rapier.

**34A:** The lower area of the room is filled with the semi-sentient muck loosed by the greedy thieves.

---

**Gentle stairs descend down to a level 15 feet deeper than the rest of the room. The ceiling above rises 10 feet higher than the rest of the room. Disturbingly, about six inches of a brownish-yellow muck covers the floor of the lower area. It gently seethes like a thing alive.**

---

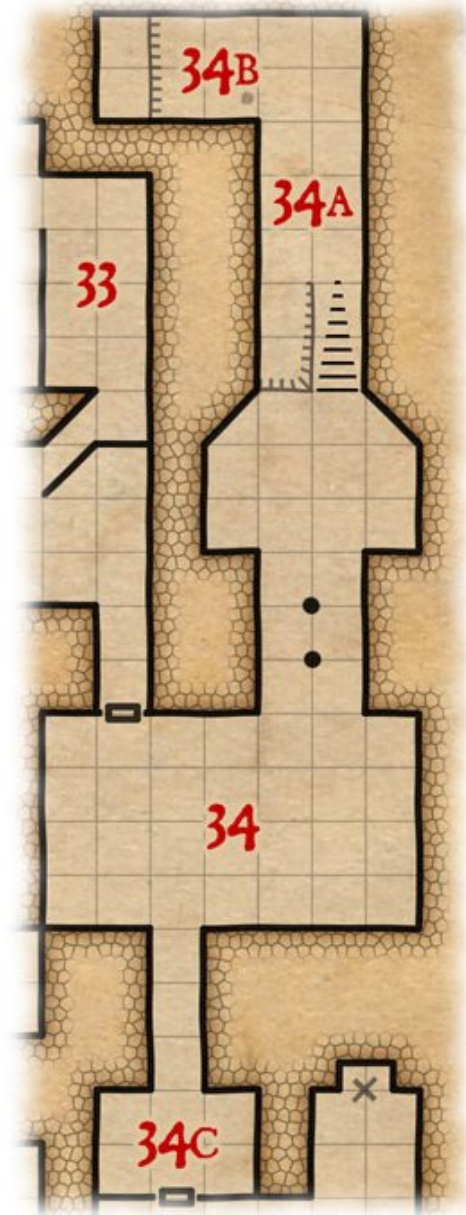
The muck consumes organic materials like cloth, wood, and, of course, flesh. Anyone touching the muck directly suffers 1d6 points of acid damage. Gloves or shoes protect a character for 1d2 rounds before they are consumed. Further, it becomes obvious that the muck reaches up toward anyone getting close. It doesn't make attacks per se, but its eagerness and awareness is still obvious. It can't be burned or otherwise attacked or harmed. It's not a creature. The PCs can't "fight" it any more than they could fight a pool of acid. Getting across to 34B requires ingenuity.

Dealing with the muck is a CR 2 challenge.

**34B:** This ledge is 25 feet high. Observant characters will see that the muck seems to want to get up the wall to the ledge but cannot.

The rogues hammered a spike into the floor of the ledge and tied a rope to it, but a Rope Use check (DC 12) or a Search check (DC 15) will determine that it's no longer safe. Long term exposure to the muck has weakened the rope so that it will break shortly after at least 100 pounds of weight are put upon it. Characters using the rope will get partway up, and then fall 10 feet.

The ledge still holds a number of clay urns and pots. They contain alchemical and arcane substances, some now worthless, but a few still potent. Two could be worth 50 gp each if sold, although they each weigh almost 100 pounds. The largest contains a substance that neutralizes the muck. A



handful turns a 5 foot square of the stuff to dust. There's enough to eliminate all the muck in the room, with three handfuls (doses) left over. Each dose inflicts 3d6 points of damage on an ooze creature if used in a fight (a ranged touch attack would be required to make such an attack).

**34C:** A lantern sits next to a pile of empty sacks in this room (left by the rogues). Otherwise, it is empty.

**Development:** Some of the spiders from area 33 come here to hunt and may be encountered here.

**Connections:** This room connects to area 33 and area 35.

## 35. SOMETHING OLD, SOMETHING NEW (EL 3)

**Summary:** This room contains an ancient magical trap and a much more recently-constructed physical trap.

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

---

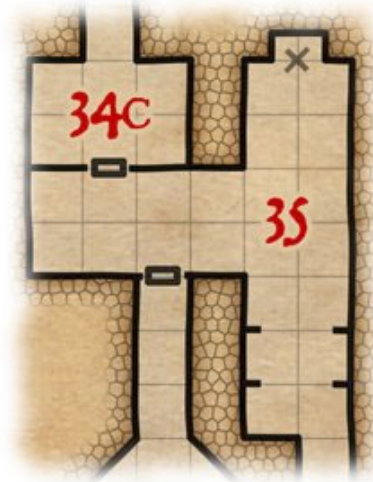
The floor of this chamber is a delicate tracery of a silvery metal running through the stone. A broken and chipped stone statue of an elephant, about three-quarters life-size, stands in an alcove in the north. In the east, a bricked-up archway has an elephant head at its apex. South of the statue, two successive archways bear elephant-themed designs and images.

---

**Background:** Long ago, cultists of a now-forgotten elephant god came to Dragon's Delve believing that they had a calling to conquer the dungeon and transform it into a grand temple to their deity. This room was to be the entrance to their temple (the bricked up archway once gave way to a staircase up, but it has long since entirely collapsed).

To keep out infidels, the faithful worshippers placed a magical trap here. Their plans were short lived and they abandoned the dungeon after having barely finished their work on this one room.

**Old Trap:** Any intelligent creature entering the 20-foot wide area south of the statue and north of the 10-foot wide passage without first stating their everlasting devotion to a god long forgotten for centuries is zapped by an electrical trap that runs through the metal threaded into the stone.



**Electrical floor trap:** CR 2; 2d6 points of electrical damage to each character touching the floor; Reflex save (DC 14) for half; automatic reset; Search (DC 28); Disable Device (DC 35)

**New Trap:** Chasmal the werewolf in area 37 has set a trap to keep the spiders in area 33 at bay. It is not nearly as sophisticated as the old trap.

At the south end of the 10-foot wide north-south passage, a series of tripwires strung across the passage at various heights and angles trigger a greataxe that swings around the corner with great force.

**Swinging axe trap:** CR 1; +10 attack for 1d12+2 points of damage; one target, no reset; Search (DC 20); Disable Device (DC 20).

**Statue:** The crafters of the elephant statue once adorned it with jewels, but they have long since been stolen.

**Doors into Area 36:** Both doors to this chamber are devilishly locked (DC 30 to open) and made of iron. They have a hardness of 10, 60 hp, and a break DC of 28.

**Development:** If the PCs trigger the new trap, Chasmal will reset it if he is still alive and interested in defending his lair. He checks it every day, sometimes multiple times each day. Unless the PCs are very quiet about dealing with the trap, he will hear them and be ready in area 37.

**Connections:** This room connects to areas 34, 36, and 37.

## 36. THREE SWORDS

**Summary:** This chamber houses three magical swords. But the PCs are only going to be able to get one.

**Doors:** Both doors to this chamber are devilishly locked (DC 30 to open) and made of iron. They have a hardness of 10, 60 hp, and a break DC of 28.

**Sights and Sounds:** This room is just barely lit by a magical brazier. It is completely silent.

---

This room looks to have been undisturbed for countless years. A dusty, white marble floor stretches ahead of you, with walls of dark, smooth stone. Four empty alcoves mark the perimeter of the chamber, and a copper brazier hangs from the ceiling near the middle of the room. A faint glow and tiny wisps of smoke seep forth from its confines.

Most dramatically, however, three swords have been plunged into the floor beneath the brazier. One has a hilt with a stylized flame motif. The second has a sleek, silver blade. The third appears plain other than a polished green stone set into its pommel.

Scratched into the smooth marble floor are these words in the Common tongue: “Two banes and one blessing. A gift from Lord Saral.”

---

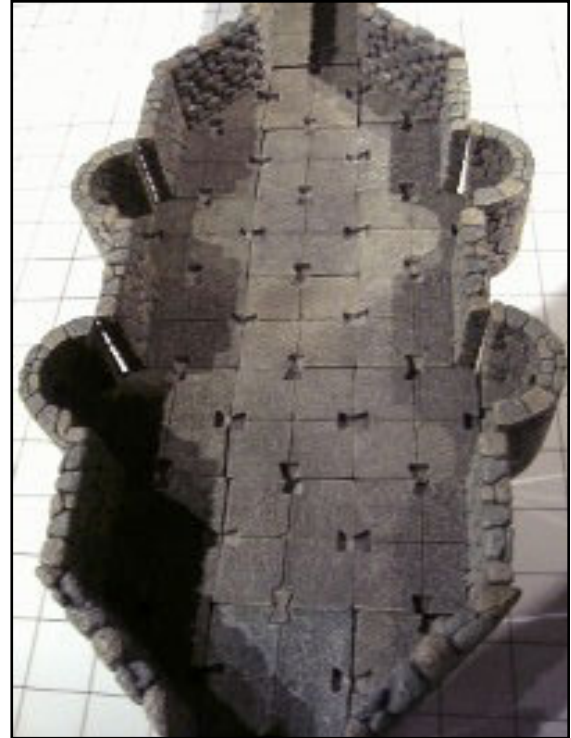
**The Swords:** This room introduces PCs to yet another historical figure of importance in Dragon’s Delve, Lord Saral. Saral was a powerful fighter—not a noble by birth, but a

ruler by conquest. He had a love for fine weaponry and respect for those that could recognize quality when they saw it.

Any of the swords can be pulled from the floor with a DC 15 Strength check. As soon as one sword is pulled free in this manner, the other two disappear forever.

**Smoking Brazier:** The brazier is the key. This magical brazier lights and smokes as soon as anyone enters the room. If the brazier

itself is searched (DC 20), a small inscription on its underside reads, “Lord Saral’s keen eye.” Anyone watching the



smoke carefully (another Search check, DC 20) sees that the smoke seems to congeal mostly over the sword with the sleek, silver blade.

**The Flame Hilted Sword:** This is a cursed longsword with a -1 penalty to all attacks and damage rolls. However, the wielder must make a Will saving throw (DC 16) to resist the enchantment effect and believe that it is a +1 sword as long as only he handles it and no other. This save should be made in secret, and strong evidence to the contrary should allow the wielder to make a new saving throw.

**The Sleek, Silver Blade:** This is a magical sword called *Silence*.

**The Sword with the Green Pommel Stone:** This cursed longsword requires the wielder to make a Fortitude save (DC 15) or suffer 1 point of Constitution damage each round it is carried or wielded. It has no other magical quality.

### New Magic Item: *Silence*

*This +1 longsword adds +5 to the wielder’s Move Silently checks. Further, anyone dealt a lethal blow by the blade is magically silenced, so that they cannot cry out, making silence an excellent weapon for assassins and others who wish to slay quickly and quietly. Faint Illusion; CL 5th; Craft Magic Arms and Armor, silence; Price 6,315 gp Cost to Create: 3,315 + 240 XP. Connections: This room connects to area 35.*



## 37. THE WEREWOLF (EL 4)

**Summary:** A surly werewolf lives in this chamber. If the PCs manage to befriend him, he knows a great deal about the



dungeon—but it is much more likely that this will end in bloodshed.

### Sights and Sounds:

This room is lit by two oil lamps. If the PCs manage to sneak up to this room without alerting Chasmal, he may be

asleep and snoring loudly, or he may be singing bawdy drinking songs to himself. The room smells like a kennel.

---

**This simple room seems decorated and furnished by someone who has looted and borrowed from various other areas of the dungeon. You see a strange miscellany of furnishings and décor, most of it in poor shape. The room is ill-kept and dirty.**

---

**Inhabitant:** Chasmal is a human commoner. He is tall and strapping with dark brown hair and hazel eyes. He once lived in Brindenford, but fled the town after he contracted lycanthropy and began murdering other citizens. Now he tries to stay away from civilized folk, living in the dungeon, which he hates. He considers the dungeon to be a part of his curse. He hates to be disturbed here and considers anyone and anything in the dungeon fair game.

PCs who really try to parlay rather than fight, however, might be able to make Chasmal a strange kind of ally rather than a foe. He won't join them under any circumstances, but with the right bribe, he shares what information and advice he has.

The ideal bribe would be a combination of food, gold, and news about Brindenford, particularly his family.

Chasmal knows the layout and general details of the entirety of Level 1 except for areas 16, 17, 32, 36, and 38 (give or take). He's never been to Level 2, but he knows that "you shouldn't drink the water," although he really doesn't know what that means. He knows the password for the bluesteel door between areas 3 and 20, the solution for the riddle in area 15, and so on.



### Chasmal (Drave)

Male human werewolf (Chaotic Neutral)  
Medium humanoid (shapechanger, afflicted)

**Commoner 3** **CR4**  
**HD** 3d4+9 plus 2d8+10 **hp** 39  
**Init** +1 **Speed** 30 feet

**Languages** Common, Elven

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

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

**Attack/Full Attack** +5 melee (1d12+3, greataxe)

**SQ** Low-light vision, lycanthropic empathy, alternate form

**Fort** +7 **Ref** +2 **Will** +3

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

**Crucial Skills** Climb +3, Listen +7

**Other Skills** Knowledge (Local) +3, Search +3

**Crucial Feats** Combat Reflexes, Track

**Other Feats** Iron Will, Martial Weapon Proficiency

**Possessions** Masterwork greataxe, +1 ring of protection, *potion of cat's grace*, 12 gp, 11 sp, 22 cp

### Hybrid Form

Male human werewolf (Chaotic Neutral)  
Medium humanoid (shapechanger, afflicted)

**Commoner 3** **CR4**  
**HD** 3d4+9 plus 2d8+10 **hp** 39

**Init** +3

**Speed** 30 feet

**Languages** Common, Elven

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

**BAB/Grapple** +2/+4

**Attack** +6 melee (1d12+4, greataxe) or +5 melee (1d4+3, claw)

**Full Attack** +5 melee (1d4+3, 2 claws) and **Bite** +0 (1d6+1)

**SQ** Low-light vision, damage reduction 5/silver, scent

**Fort** +9 **Ref** +4 **Will** +3

**Str** 16, **Dex** 16, **Con** 20, **Int** 13, **Wis** 10,

**Cha** 12

**Crucial Skills** Climb +4, Listen +7

**Other Skills** Knowledge (Local) +3, Search +3

**Crucial Feats** Combat Reflexes, Track

**Other Feats** Iron Will, Martial Weapon Proficiency

**Possessions** Masterwork greataxe, +1 ring of protection, *potion of cat's grace*, 12 gp, 11 sp, 22 cp



### Wolf Form

Male human werewolf (Chaotic Neutral)

Medium humanoid (shapechanger, afflicted)

**Commoner** 3 **CR** 4

**HD** 3d4+9 plus 2d8+10 **hp** 39

**Init** +3 **Speed** 50 feet

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

**BAB/Grapple** +2/+4

**Attack** +5 melee (1d6+3, bite)

**SA Trip**

**SQ** Low-light vision, damage reduction 5/silver, scent

**Fort** +9 **Ref** +4 **Will** +3

**Str** 16, **Dex** 16, **Con** 20, **Int** 13, **Wis** 10, **Cha** 12

**Crucial Skills** Climb +4, Listen +7

**Other Skills** Knowledge (Local) +3, Search +3

**Crucial Feats** Combat Reflexes, Track

**Other Feats** Iron Will, Martial Weapon Proficiency

**Possessions** +1 ring of protection

**Tactics:** If Chasmal hears the PCs coming, he will take on hybrid form and prepare for a fight, although if the PCs come from the north, he also might just run away. If surprised, he will likely take the time to transform into the hybrid form. He won't take wolf form unless he's trying to disguise himself up in the woods on the surface, which is unlikely.

Chasmal will kill and eat anyone he can, but he won't fight to the death if he can help it. Even in lycanthrope form, he's wise enough to run away if outmatched. If cornered, however, he won't willingly surrender. He'll go down fighting.

His magical ring becomes an earring pierced in one of his large ears in wolf form.

**Connections:** This room connects to area 20 and area 35.

## 38. VAULT OF THE RING (EL 4, 5 AND 4)

**Summary:** These chambers serve as a treasure vault holding a powerful magical ring.

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

---

**This chamber is empty. An iron door stands in the middle of the south wall bearing a massive lock.**

---

**Secret Door Entrance:** While tricky to find and open from area 20, this door is visible and opens easily from this side.

**Pit Trap:** The southern half of this room gives way after more than 100 pounds is placed upon it, dumping anyone in the area into a 30 foot deep pit.

**Pit Trap:** CR 4; 30 feet deep (3d6 damage and then spikes (Attack +10 melee, 1d4 spikes per target for 1d4+2 damage); DC 20 Reflex save avoids; resets in 1 hour; Search DC 18; Disable Device 25

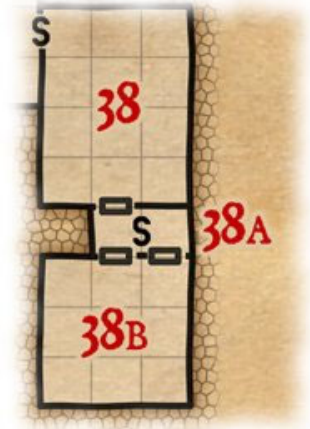
**Iron Door:** The door has a hardness of 10, 60 hp, and a Break DC of 28. The lock is very difficult (DC 28) to open.

**False Door:** The westernmost door leading into 38B, directly beyond the iron door in 38 itself, is fake. It appears identical to the iron door north of it, but if the door is so much as touched, it triggers a sonic blast trap, similar to a glyph of warding. It can't be opened, and if it is somehow pried away, a blank stone wall lies behind it.

**Sonic blast trap:** CR 5; 5d6 points of sonic damage to all in 10 foot square room; Reflex save DC 14 halves; 24 hour reset; Search DC 28; Disable Device DC 28.

**Secret Door:** The east wall of the tiny room between the iron door and the false door has a secret sliding panel (Search DC 25) that provides access to 38A, where the real door lies.

**38A:** This is the real door into the vault (38B). It is iron just like the first door, and locked with an even more diabolical lock (DC 30 to open).



### Minor Artifact: The Ring of Jamissan

*This gold ring bears a large blue gem of unknown type. Once put on a finger, it cannot be removed (except when it is activated) unless the wearer is dead. Its function is based on the wearer's level. Once per week, it can be activated, requiring a full round action. When activated, the ring floats off the wearer's finger and enlarges into a massive circular doorway through which a summoned creature emerges. The summoned creature comes from the summon monster list of the highest level summon monster spell the caster could cast if he could cast the spell, with his character level as caster level. So a 3rd level character could use the summon monster II list, and a 12th level character could use the summon monster VI list. The character can always speak to the summoned creature, which will do his or her bidding. The creature remains for one minute per character level of the wearer. As soon as the creature arrives, the ring returns to the wearer's finger (no force or barrier can prevent this).*

*Strong conjuration; CL 18th*

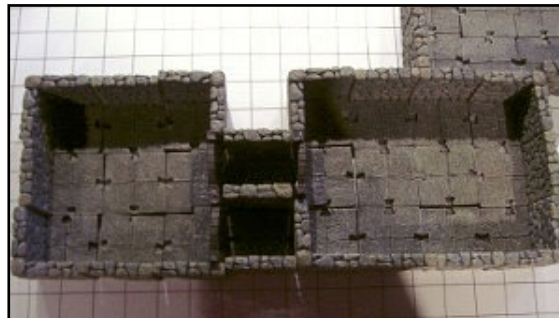
**38B:** This chamber holds the ring of Jamissan.

This square chamber is 30 feet to a side. The floor is black and red marble, laid out in concentric circles. In the middle of the room, floating in midair, is a golden ring with a blue jewel. From somewhere, you hear a voice singing in staccato notes.

The singing comes from a magic mouth spell that sings in elvish, "Not a sound. Well, perhaps just one."

The wards in this room are activated by sound. If, after the mouth is finished singing, a character simply moves very quietly through the room (Move Silently DC 25) they can go and snatch the ring and come back without problem. Making noise in the room, however, is dangerous. The room has three rings on the floor, each 5 feet wide. If someone makes a noise while not on a ring (that is to say, in one of the corners) they and everyone else in the room suffers 3d6 points of sonic damage as the room erupts in discordant noise. There is no saving throw. If someone makes a sound while on a ring, the ring glows slightly and produces a beautiful note. If someone makes a sound on a glowing ring, everyone in the room suffers 3d6 points of sonic damage. Again, there is no save.

This means that someone could also approach the magic ring by only making one sound per ring, such as with a jump into each ring (of course, getting back out of the room will



be trickier). But if someone jumped onto the first ring (making it produce a tone and glow), and then said something to his comrades, that's going to trigger the sonic blast. Considering that most PCs will think that the room is set up around weight on the rings, this is likely to catch them off-guard.

Whenever the sonic blast triggers, the room resets, and no rings glow.

Dealing with this room is a CR 4 challenge.

**Background:** This vault, like the treasure it holds, was created by Jamissan, a warrior-bard from far to the South that used Dragon's Delve to store some of his creations.

**Connections:** This room connects to area 20.

## OPEN GAME LICENSE

### VERSION 1.0A

The following text is the property of Wizards of the Coast, Inc., and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

**1. DEFINITIONS:** (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity; (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes, and graphic, photographic, and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses, and special abilities; places, locations, environments, creatures, equipment, magical, or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor; (g) "Use," "Used," or "Using" means to use, Distribute, copy, edit, format, modify, translate, and otherwise create Derivative Material of Open Game Content; (h) "You" or "Your" means the licensee in terms of this agreement.

**2. THE LICENSE:** This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

**3. OFFER AND ACCEPTANCE:** By Using the Open Game Content You indicate Your acceptance of the terms of this License.

**4. GRANT AND CONSIDERATION:** In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use the Open Game Content.

**5. REPRESENTATION OF AUTHORITY TO CONTRIBUTE:** If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

**6. NOTICE OF LICENSE COPYRIGHT:** You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

**7. USE OF PRODUCT IDENTITY:** You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title, and interest in and to that Product Identity.

**8. IDENTIFICATION:** If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

**9. UPDATING THE LICENSE:** Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify, and distribute any Open Game Content originally distributed under any version of this License.

**10. COPY OF THIS LICENSE:** You *MUST* include a copy of this License with every copy of the Open Game Content You Distribute.

**11. USE OF CONTRIBUTOR CREDITS:** You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

**12. INABILITY TO COMPLY:** If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

**13. TERMINATION:** This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

**14. REFORMATION:** If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

### 15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000–2009, Wizards of the Coast, Inc.  
d20 System Reference Document Copyright 2000–2008, Wizards of the Coast, Inc.; authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, and Bruce R. Cordell, based on original material by E. Gary Gygax and Dave Arneson.

Dungeonaday.com copyright 2009 Monte J. Cook. All rights reserved.