

Level 3: The Unseen River

A system of natural caverns comprise most of the third level of Dragon's Delve. A river, flowing down from Level 2, washes through the caves and eventually out of the hillside and into the River Turant on the surface. While underground, this body of water is known as the Unseen River.

Level 3 has no overarching organization, although much of it is dominated by the blind, subterranean fish-men known as vesh. The vesh live their simple lives in these caves and swimming in the Unseen River. The level can also be characterized by two different mystical monuments. Near the center of the level lies the bloodline rock, a mystical stone that holds a special link with those that were born with an innate affinity for magic. The witching stone lies in another part of the level and harbors ill for humans in the name of the dark fey.

Level 3 also has its own entrance/exit so PCs that explore all of its reaches will find a new way to enter and exit from Dragon's Delve through the cave known as Devil's Maw.

Unless the text states otherwise, the level's floors, walls, and ceilings are damp (and slippery) unworked natural stone, mainly limestone caves created by water action. In many caves, the floors—or at least paths across the floors—have been worn smooth by millennia of occupation. Ceilings are generally 20 feet high, but can vary wildly, even in the same cave. What few doors exist are—unless otherwise described—good wooden doors, unlocked, one and a half inch thick, with a hardness of 5, and 15 hp.

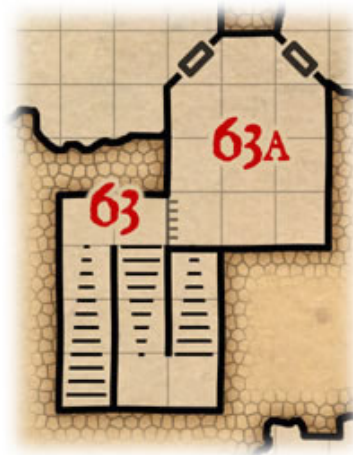
63. ENTRY (EL 5)

Summary: This is the entry into Level 3. Characters here are presented with a choice of where to go next, but only if they can defeat the merrow ogres here first. You will need the Wall Scratches handout.

Sights and Sounds: This chamber is dark. Characters in area 53 listening down the steps may hear the merrow moving around (Listen check DC 15).

Steps extend deep into the earth in a wide, open stairwell, down to a landing where another flight of stairs goes down even further to yet another landing. Suddenly, a spear point stabs up at you. A massive, scaly humanoid, skin glistening wet on taught, powerful muscles, stands ready for battle on the steps below you.

Inhabitants: The first time the PCs come to this room, there are two particularly large merrow here. These aquatic



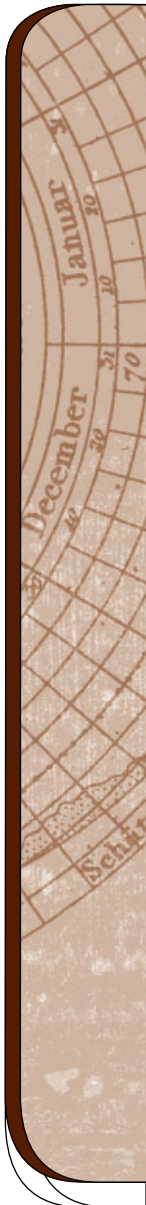
ogres are part of the expeditionary force that can also be found in area 84. Each has a longspear and 3 javelins sized appropriately.

Merrow (2): hp 43 and 40

Tactics: As the PCs come down the stairs, one merrow stands on the middle set of stairs and attacks upward with his longspear. The PCs will have cover from this attack, but the merrow's got plenty of reach with its very long weapon. The other merrow stands on the second landing down and hurls javelins.



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It's probably likely that the first time the PCs encounter these foes, they realize that perhaps delving deeper isn't a good idea yet, and run back up to Level 2. The merrow don't pursue PCs that flee. Merely scouts, they are afraid to explore too far into the dungeon without more of their own kind to support them.

63A: This lower chamber smells a bit of lime (calcium oxide) and fish. A pair of boots, quite old and crusted in thick, dried mud, sets on the floor next to the door leading northwest.

On the north wall, between the two doors, an adventurer has scrawled on the wall, indicating what might lay beyond. He scratched a fish-like face with bulbous eyes and protruding, needle-like teeth with an arrow pointing to the northwestern door to indicate that vesh lie in that direction. He also scratched a line surrounded by glowing light. It is next to an arrow pointing to the northeastern door. This was to warn of Alghul Aeranis, the sorcerer, who dwells (or, actually, dwelt) in that direction. Show the PCs the Wall Scratches handout.

Upping the Ante (EL 6): This should be an encounter that really challenges the PCs, and likely forces them to flee. Should the DM not feel that the two merrow are up to the task as-is, give them both a +4 bonus to Strength and Constitution, granting them +2 bonus to attack and damage (+3 to damage with two-handed weapons like their longspears) and +8 hit points. Also, they would gain a +2 bonus to Strength checks and Fortitude saving throws.

REVISIT (EL 0)

When the PCs return to this room again, if they did not slay the merrow, the creatures are gone, having left the dungeon altogether. (Alternatively, the DM can have them occupy another area.)

Connections: This room connects to area 53, 64, and 65.

64. ALGHUL'S FINAL REST (EL 2)

Summary: This was the lair of an evil sorcerer that sought to use the mystical properties of this level for his own benefit.

Sights and Sounds: This cavern is dark and quiet. Very keen ears can hear the water rushing in the north (Listen check DC 25).

You see a damp cave of large size with a somewhat smooth and regular floor, as if it were at least partially worked and worn. A wide, flat rock formation stands erect near the center of the room, a desiccated skeletal corpse pinned to it by a large black iron spike pounded through the rib cage. It is cold here.



The Body: This was a male half-elf sorcerer named Alghul Aeranis. Slain by a party of ruthless adventurers, his belongings are (almost) all now gone. His corpse wears only tattered rags.

Background: Alghul was the great nephew of a sorcerer named Urlaster who explored the dungeon more than 100 years ago.

Treasure: The spike is made from cold iron. Pulling it free requires a Strength check (DC 18). If someone wanted to use it as a weapon, it could function as a medium-sized cold iron dagger.

Sorcerer's Niche: The northeastern part of the cave once held Alghul's belongings. Most of them were taken, and all a casual observer will see here are a small empty chest, some broken glass, and a few items of clothing lying about, now stained dark with mold and mildew. However, anyone searching the chest (DC 24) finds a secret compartment in the lid that contains a scroll of *induce vulnerability*.

Development: If the PCs remove the iron spike, the sorcerer's restless soul animates the skeletal corpse immediately. The dead sorcerer becomes a particularly tough skeleton with



New Spell: Induce Vulnerability*Transmutation***Level:** Sor/Wiz 3**Components:** V, S, M**Casting Time:** One action**Range:** Close (25 feet + 5 feet/two levels)**Target:** One creature/5 levels**Duration:** One minute/level (D)**Saving Throw:** Fortitude negates**Spell Resistance:** Yes

You make the affected targets particularly vulnerable to an energy type of your choosing (acid, cold, electricity, fire, or sonic). The targets suffer double damage from attacks using that energy type. If a creature has any sort of resistance to that energy type, this spell nullifies the resistance for the duration (but the creature suffers normal damage during that time, not double). Creatures completely immune to an energy type (inherently, not from a spell) cannot be made vulnerable to it.

Material Component: A small piece of leather that has been exposed to the energy type in question.

a permanent *shocking grasp* ability, electrifying his attacks so that he inflicts an additional +2d6 points of electrical damage. He also has a permanent *shield* spell effect, adding +4 to his AC (for a total of 19). Other than that, and his increased hit points, use the standard stats for a human warrior skeleton.

Skeleton: hp 16

Tactics: It's very likely that Alghul's skeleton will gain a surprise action, attacking the flatfooted character removing the spike. Only if the player actually states that he expects the corpse to animate should regular initiative be used on the first round. Afterward, the skeleton continues to attack until destroyed.

REVISIT (EL 5)

At a later date, when the PCs return, Alghul's spirit has gathered enough power to return as a wraith. It attacks anything living that comes into the room.

Wraith: hp 32

Connections: This cave connects to areas 63, 67, 70, 72, and 73.

65. LARGE CAVERN (EL 4)

Summary: This large cave holds strange secrets of the past.

Sights and Sounds: This cavern is dark and the sound of splashing water is audible to the west. Some may also hear the water rushing in the north (Listen check DC 18).

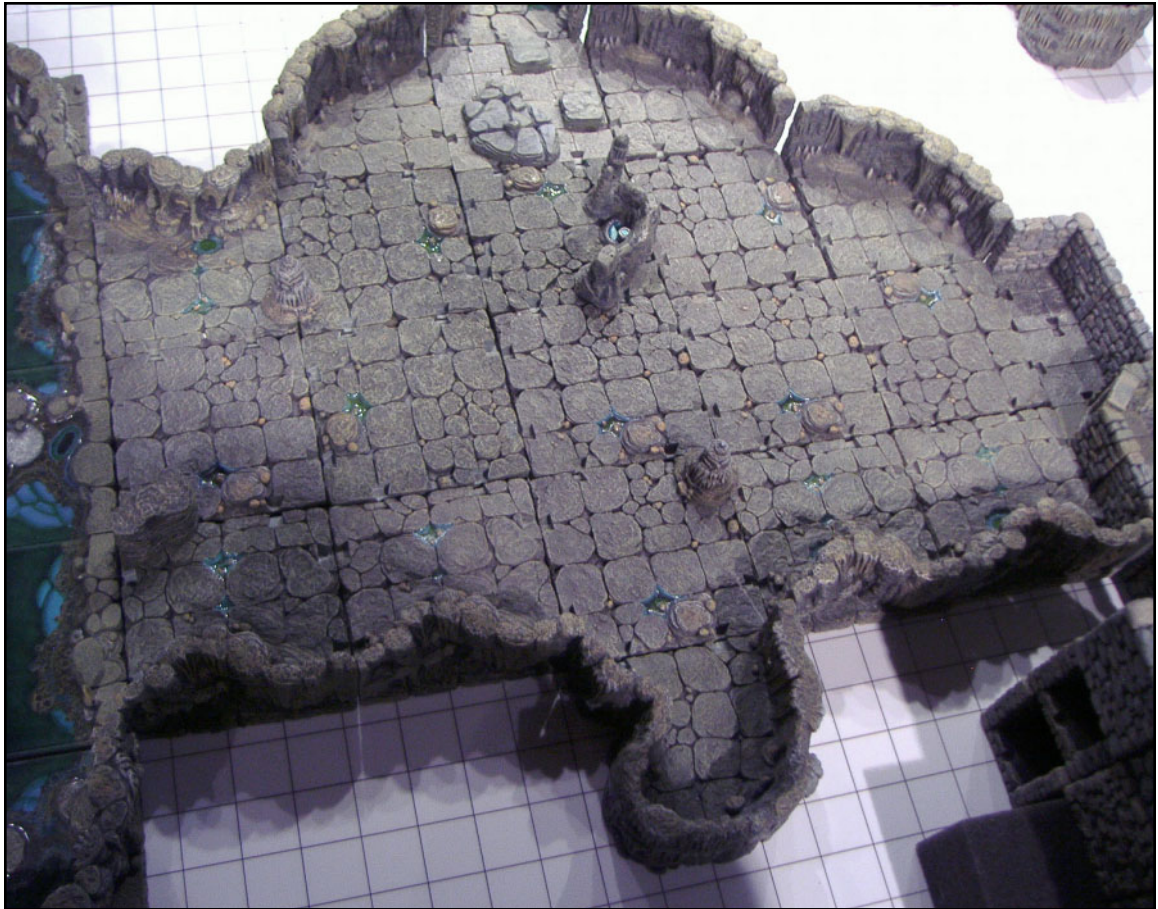
The rock of this large cave glistens with moisture. The floor is uneven and broken, but there are smooth, worn paths across it. In a few places where it appears particularly irregular, old wooden planks provide an easy walkway. Here and there, you see old bones and the occasional skull lying around the loose stones and interesting rock formations. The air is cold and damp, and smells slightly of rotten fish.

Wooden planks: The smugglers that hid in area 66 a hundred years ago placed the wooden planks, so many of them are rotten and may break. This only matters if a character is in a hurry. Anyone running in this room must make a Balance check (DC 15). Failure indicates either that the character has slipped on the slick floor (50% chance) or that a board has broken and tripped the character (50% chance). In the latter case, the character suffers 1 point of damage, cutting their leg on the broken wooden plank.

Skulls and Bones: Most of the bones belonged to animals. A few look like dead vesh. Searching the room (DC 14) turns up a slightly dented helmet, a handaxe, and a rotten leather quiver with 8 fully functional masterwork arrows amid one relatively elf-shaped pile of bones.

65A. The rock formation here, if examined closely (Search check DC 20) is in fact a heavy iron chest that has over many years been covered in lime. The calcified chest





can be removed from the wall and opened after about an hour's work.

Inside the chest, PCs will find a bag made of monstrous scales (probably from a wyvern or some other minor dragon, worth 35 gp by itself). The bag contains 1,877 sp and a small, silver statue of a spider (75 gp). There is also a clay urn with a stone stopper and an iron box. The urn is half-full of some valuable scented oil (worth 30 gp).

The box is locked (DC 25 to open) and trapped with a volley of spring-loaded poisoned darts. Inside, the box has a felt-lined wood insert designed to hold a dagger. The dagger is a *mirrored dagger*.

Poisoned darts trap: CR 4; Attack +10 ranged (1d4+4 plus poison); multiple targets (1 dart per target within 10 feet of the box); poison (Medium monstrous spider poison, DC 14 Fortitude save resists, 1d4 Str/1d4 Str); manual reset; Search DC 21; Disable Device DC 22.

Connections: This cave connects to areas 63, 66, and 71.

New Magic Item: Mirrored Dagger

This long +1 dagger's blade is as reflective as any mirror. When used to kill a foe, it can be activated as a free action (wielder decides when it is activated). The dagger absorbs part of the essence of the foe, and the creature's face appears in the mirrored surface of the blade.

For the next 24 hours, the enhancement bonus of the dagger becomes equal to the hit dice of the absorbed foe divided by 2, to a maximum of +5. Further, if there is a core weapon special ability that the DM believes could be associated with the foe, the dagger gains that ability. For example, a fiery creature would make it flaming, a creature with vicious claw attacks would make it keen, a flying creature might make it returning, and so forth. No matter what the creature, the dagger gains only one special ability.

The dagger can be used three times in this way, after which time it is merely a +1 dagger.

Moderate transmutation; CL 8th; Craft Magic Arms and Armor, polymorph; Price 6,302 gp, Cost to Create 3,302 + 240 XP.

66. SMUGGLER'S POOL (EL 4)

Summary: Long ago, smugglers operated out of this cave. Now, someone quite different lives here. You will need the Smuggler's Map handout.

Sights and Sounds: This cavern is dimly lit by lights coming from within the wooden shack. The sound of splashing water is quite loud.

A clear, churning pool of water fills the cave, with a torrent of water pouring down from somewhere above in the southwestern corner. A wooden shack, light spilling out from spaces between the old boards, rises out of the water on stone and wooden supports. A half-submerged rowboat lies near the rocky shore.

The door to the shack opens. An old woman, hunched and slow, steps out and calls toward you. "Who's out there?"

The Water: The water here flows down from the drain in area 48, but running through the limestone dilutes the magical effect of the water so there is no contamination of the Font of Dreams. The water is shallow—just a foot deep—out about fifteen feet from the shore, and then drops off to ten or even fifteen feet deep in places. The current is moderately strong and flows out to the north. Blind, pale cave fish fill the pool.

Inhabitant: Cora Tosscobble appears to be (and claims to be) an old human woman, but she is actually an aranea (whose real name is Xe'pyrus). The aranea is not immediately hostile. She greets most visitors that come to the water's edge with cautious neutrality. She keeps an uneasy truce with the vesh on this level by giving them fish she's caught in her nets or items she has woven. She mostly feeds on the fish in the pool and spends her time weaving and knitting in the shack.

In spider form, Xe'pyrus appears as a water spider and as such can run across the surface of the water. She cannot stop on the water's surface however, or she will immediately sink. Thus, she must end each round on dry land (or a wall).

Cora/Xe'pyrus (aranea): hp 25; wears a +1 ring of protection (AC 14) She knows different spells than the standard aranea:

0-level: *daze, detect magic, ghost sound, light, mending*
 1st-level: *mage armor, magic missile, shield*

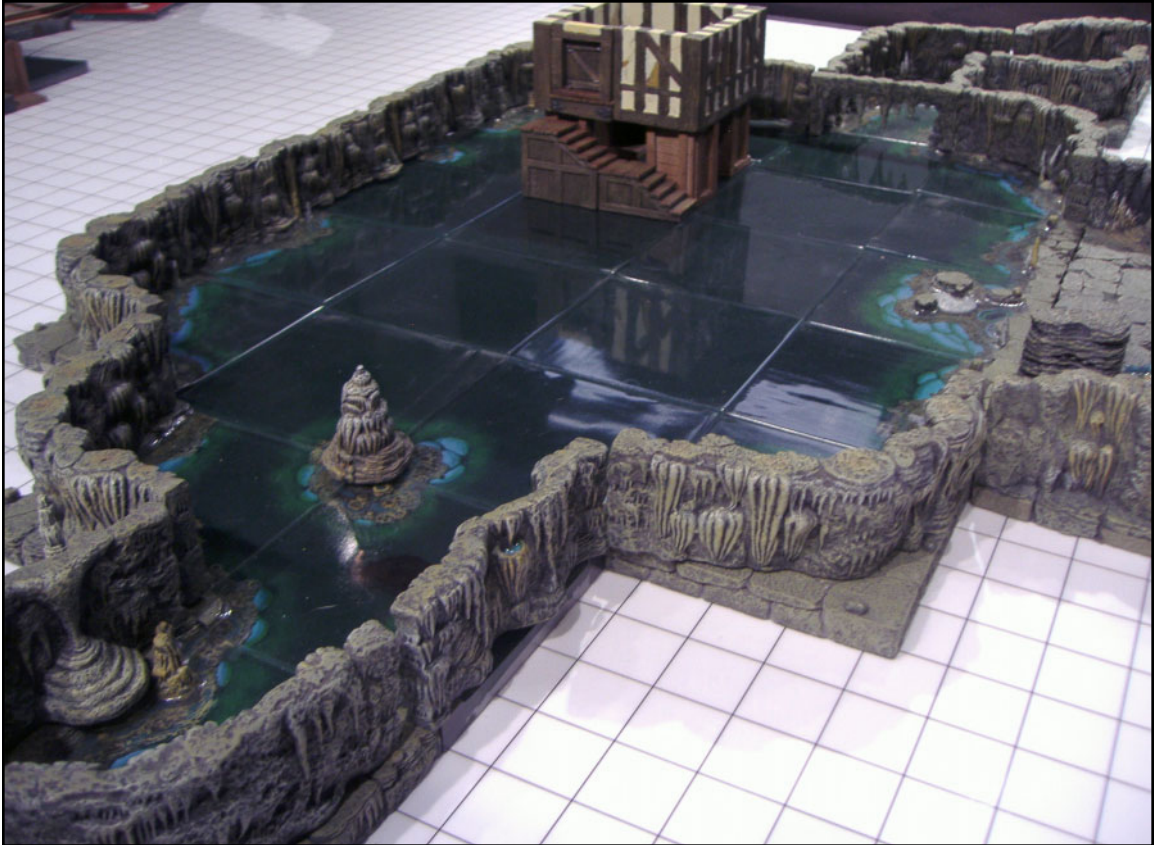
Tactics: Cora won't come out of her shack until she's cast *mage armor*, giving her AC 18. She doesn't initiate combat, but if attacked, she will use magic missile at a distance. She also might just hide in her shack. If foes close to melee, she casts shield (giving her AC 22) and changes into her spider form in order to use her webs and poisonous bite. She virtually never uses her hybrid form.



She's more likely to want to talk to the PCs, however, pretending to be nothing more than an old woman who's taken to living in the dungeon for the solitude, peace, and quiet. She's very interested in what's happening on other levels of the dungeon, and mildly interested in what's happening on the surface (particularly as it relates to the dungeon).

What the Aranea Knows: Cora/Xe'pyrus knows the following, although she won't necessarily willingly reveal it all:

- The sorcerer in area 64 was a half-elf named Alghul and he was the nephew of a human sorcerer named Urlaster. Alghul was unfriendly and devious, and met his end at the hands of some adventurers. These same adventurers attacked Cora, and she killed and ate one of them, and the rest fled. She knows that Urlaster had a key that allowed access to Level 4, and that he had a hidden chamber located off the river somewhere in these caves.
- The vesh to the north are hungry and hostile but not evil. The PCs might be able to convince them not to fight, but it will be difficult. Some dark-hearted scaly mage lives with them now, not a vesh, but she doesn't know what he is.
- There is a way to the surface to the northeast, across a natural stone bridge.
- The dungeon level above is ruled by an intelligent, magical fountain.



- Sorcerers are drawn to these caves because of the *bloodline rock* in area 82. A sorcerer named Urlaster spent a lot of time in these caves about 100 years ago.
- There's a magical stone to the northeast that confers interesting magical abilities. This is a mischievous lie, of course, as she's talking about the witching stone in area 75. She may attempt to sow some confusion between the witching stone and the bloodline rock.

Development: A melee combat in or on the shack is dangerous. After one round, all within can feel the rickety structure begin to rock. After the second, it violently shudders and groans. On the third, the supports break and the shack itself, still about 90% intact, crashes into the water and is carried by the current to the north. Everyone in or on the shack must make Balance checks (DC 20) or fall prone. Those on the outside or the roof failing the check have a 50% chance of falling off, although if they wish they can attempt a Reflex save (DC 20) to grab on as they fall. It moves at 10 feet per round but the shack is too large to get very far down the winding, sometimes narrowing water-filled passage.

Once it enters the tunnel, each round new Balance checks (DC 15) are required by those trying to stand without using

a standard action to hang onto something. This time, each failed check results in 1d6 points of damage as well as falling prone. After three such rounds, the shack begins to smash apart. Walls are shorn off and the floor begins to split and the ceiling partially collapses. All within must make a Reflex save (DC 15) each round to avoid falling or flying debris which inflicts 1d6 points of damage. After three more rounds, the shack is just a mass of wooden debris floating down the river. No more Reflex saves are needed to avoid damage, but Balance checks (DC 15) are still required each round a character tries to do anything but hang on.

The vesh in area 71 are likely to attack anyone floating down their way.

Background: Just after the fall of Chordille Keep, some bandits decided to use the caves beneath the ruins a hideout. They smuggled standard goods (tobacco, silks, spices) to avoid the tax collectors of Brindenford.

66A: A rowboat, once used by the smugglers, lies in the water, half submerged. The water has long since ruined the goods in the boat, but a difficult Search check (DC 28) allows a character to find an old, corroded iron tube amid the wreckage. The tube has a lid sealed with wax. Inside the mostly water-tight tube is a map. Give the players the Smuggler's Map handout.

66B: This wooden shack isn't terribly sturdy (see Development, above, if a fight occurs here). Inside Cora keeps a loom and a number of weaving projects as well as well as a table, a chair, and a chest. There is no bed to find, until someone looks up and sees the thick web on the ceiling, which is where she sleeps.

The chest is not locked and has some clothing, more woven blankets, small pillows, hats, and other creations, and a human femur bone. A successful Search check (DC 12) suggests that the end comes off, revealing a scroll of *charm person* inside.

66C: The water from area 48 pours down here in a steady column of water, splashing into the pool. The water beneath this is almost 20 feet deep.

Connections: This cave connects to areas 65 and 71.

67. THE FUNGUS CAVE (EL 4)

Summary: A damp cavern filled with strange varieties of fungus.

Sights and Sounds: This cave has a very faint glow due to a phosphorescent fungus on the walls, ceiling, and even growing atop some of the other fungus.

This it is difficult to see where the surfaces of this irregular shaped cave end and the thick masses of growing fungi begin. Fruiting bodies, puffballs, and toadstools the size of furniture are common here, although many normal-sized growths thrive as well. Fuzzy carpets of pale violet fungus coat the walls and floor, growing even over other growths. The place seems to have its own pale, yellow-green glow, and smells like nothing you've ever encountered.

An exit to the north seems to lead to another cave, while a series of stone tiers make natural steps up to a tunnel leading south and a smaller tunnel heads to the west.

Purple Haze: One of the fungal organisms in this cave produces spores that fill the air, giving a unique tang to every breath. These spores are hallucinogenic and any character not immune to poison must make a Fortitude saving throw (DC 15) at the end of any round in which they take a strenuous action or act in a stressful situation. Failure means that the affected character sees a hallucination and believes it to be unquestionably real (even if it is ridiculous or clearly unbelievable). However, they are not compelled to act in any particular way (although good roleplayers' actions should be at least shaped by what they see). The hallucination lasts for about 1 minute. To determine what they see, roll 1d8:



1d8	Result
1	An imaginary foe appears and readies an attack
2	An existing foe dies.
3	An existing foe disappears.
4	An existing foe becomes decidedly friendly.
5	An ally disappears.
6	An ally dies.
7	An ally transforms into a monster seeking to kill the character.
8	A long-lost ally or foe appears and acts appropriately.

Once a character is affected, new saves are not necessary until that hallucination ends. Characters that make their save must continue making them as long as they are in the area and are in a strenuous or stressful situation. This fungus grows throughout this region of the cave system, and thus can be found in other areas as well.

Treasure: A character succeeding at a Knowledge (Nature), Knowledge (Dungeoneering), or Craft (Alchemy) check (DC 20) knows that the purple haze fungus can be sold for 5 gp per dose. There are 1d6 doses to be found in this cave. Harvesting the fungus properly takes 5 minutes per dose.

The Dead Gargoyle: A massive gargoyle lies dead in the far eastern portion of the cave. Its corpse is covered in fungus and fruiting bodies grow right out of its stony flesh. This advanced, large-sized creature was the sire of the gargoyle now in area 73. It was slain by vesh hunters who find gargoyle flesh unpalatable, so they left it to rot (and took their own fallen allies away with them out of this chamber).

The Fungal Pit: Creeping tendrils of oversized fungi have very recently weakened the floor in the middle of the cave to the point that it will now collapse under the feet of anyone walking across it. A 10 foot by 10 foot section of the floor will collapse into a lower cave directly below when the middle of the cave is trod upon, with the floor of this new cave being 40 feet down. Exploring or searching the cave will certainly trigger this event, and even just crossing the cave has a 25% chance (roll for each character, although any character adjacent to a triggering character may fall as well).

Natural Pit "Trap": CR 2; DC 20 Reflex save avoids; 40 ft. deep (4d6, fall); no reset; Search DC 20; Disable Device (impossible).

This lower cave is not on the map, but it is about 20 feet in diameter with no exits that even a small size character could fit through. The cave is full of more fungus and fruiting bodies, as well as perhaps even a thicker cloud of spores perpetually hanging in the air.

Perhaps worse, there is a violet fungus in this lower cave that had been feeding on rats and large grubs and whatnot, but is more than happy to try to digest a humanoid adventurer. It attacks.

Violet Fungus: hp 16



REVISIT (EL 2)

Three shriekers that had lain dormant the first time the PCs came into this cave now activate and shriek if anyone comes into the northern half of the cave. This draws the attention of nearby creatures, and likely brings the gargoyle from area 75. If the nearby areas have been cleared (or, depending on the DM's discretion, even if they haven't), roll for a random encounter drawn by the sound of the shrieking.

Connections: This cave connects to areas 64, 68, and 72.

68. THE LURKING CREEPER (EL 5)

Summary: A cavernicolous predator hides upon a high ledge, waiting for prey to come by.

Sights and Sounds: This cave is dark and quiet. The hiding predator makes no sound, and makes a +8 Hide check to oppose any Spot checks to see it before it pounces.



Patches of pale violet fungus grow on the damp floor and walls on this twisting tunnel, surrounding tiny pools of standing water. Draperies of stone wind their way up to stalactites dripping from the high, angular ceiling.

The Chalk Drawing: An adventurer (perhaps the same one that scratched on the wall in area 63) marked the southern wall here with white chalk. It says "Look Up." Most will think that he was talking about the ledge upon which the cave lion dwells, but he was actually referring to the even higher ledge.

Purple Haze: The pale purple fungus in this cave produces spores that fill the air, giving a unique tang to every breath. These spores are hallucinogenic and any character not immune to poison must make a Fortitude saving throw (DC 15) at the end of any round in which they take a strenuous action or act in a stressful situation. Failure means that the affected character sees a hallucination and believes it to be unquestionably real (even if it is ridiculous or clearly unbelievable). However, they are not compelled to act in any particular way (although a good roleplayer's actions should be at least shaped by what they see). The hallucination lasts for about 1 minute. To determine what they see, roll 1d8:

1d8 Result

- 1 An imaginary foe appears and readies an attack
- 2 An existing foe dies.
- 3 An existing foe disappears.
- 4 An existing foe becomes decidedly friendly.
- 5 An ally disappears.
- 6 An ally dies.
- 7 An ally transforms into a monster seeking to kill the character.
- 8 A long-lost ally or foe appears and acts appropriately.

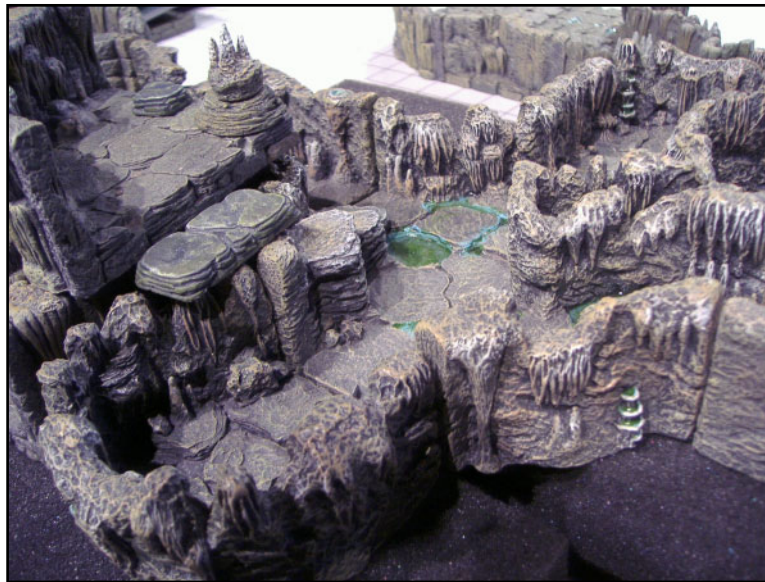
Once a character is affected, new saves are not necessary until that hallucination ends. Characters that make their save must continue making them as long as they are in the area and are in a strenuous or stressful situation. This fungus grows throughout this region of the cave system, and thus can be found in other areas as well.

Inhabitant: A cave lion dwells in this area. This rare beast resembles a dire lion except that it is charcoal gray in coloration and extremely adept at life in caves. The normal dire lion's skill bonuses in tall

grass apply here to any natural underground setting. Further, the creature has a +10 total bonus to Climb and Jump checks.

Cave Lion: hp 60

Tactics: The cave lion hides on the ledge as prey moves past it. It tries to single out the weakest of a group (the most wounded, or the smallest), or alternatively it waits for the last individual of a group and then attacks with a leaping pounce (+1 attack bonus for attacking from higher ground). If it manages to kill a creature, it attempts to run off with its prey in its mouth, so that it can eat in peace.



Treasure: A character succeeding at a Knowledge (Nature), Knowledge (Dungeoneering), or Craft (Alchemy) check (DC 20) knows that the purple haze fungus can be sold for 5 gp per dose. There are 1d6 doses to be found in this cave. Harvesting the fungus properly takes 5 minutes per dose.

The Ledge: The ledge is about 10 feet high, with rough, natural steps leading up to it in a quirk of cave formation. The ledge has old, broken bones strewn about it (everything from large rats to vesh). Anyone making a Search check (DC 17) finds some ruined chainmail, the pommel of a greatsword, and a silver ring (worth 10 gp).

The Higher, Hidden Ledge: Characters doing a thorough search of this cave (Search DC 25) notice that there is a ledge near the very high ceiling here, on the south end of the cavern, 30 feet from the level of the floor and 20 feet higher

than the ledge upon which the cave lion sleeps. Climbing up the damp cave walls is tricky (Climb DC 27), but PCs figuring out a way to get up there find an interesting treasure.

On the wall behind the ledge, they see a strange sigil, seemingly burned into the stone. 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 12 secret sigils. This sigil, the second, conveys power to a wand or other spell completion item if it is etched onto its surface. It allows the user to, as a free action, boost the save DC and the caster level of the spell effect by 2. Once used, it disappears, but it can be re-etched, although no item can have it etched more than once and no character can have more than one item with the sigil upon it at a time.

Upping the Ante (EL 8): It's almost too terrible to suggest, but to make this encounter extremely deadly, use the stats for a dire tiger rather than a dire lion.

Connections: This cave connects to areas 67 and 69.

69. MOLDERING CORPSES

Summary: A dead-end cave with fungus-covered corpses.

Sights and Sounds: This cave has a very faint glow due to a phosphorescent fungus on the walls, ceiling, and even growing atop some of the other fungus. It is quiet.



Loose rocks of various sizes, now covered in yellow and purple fungus patches, lay about this relatively small cave. Looking closer, you see bits of metal and bone beneath the stones, as if perhaps some poor souls were crushed in a cave in here long, long ago.

Purple Haze: The pale purple fungus in this cave produces spores that fill the air, giving a unique tang to every breath. These spores are hallucinogenic and any character not immune to poison must make a Fortitude saving throw (DC 15) at the end of any round in which they take a strenuous action or act in a stressful situation. Failure means that the affected character sees a hallucination and believes it to be unquestionably real (even if it is ridiculous or clearly unbelievable). However, they are not compelled to act in any particular way (although a good roleplayer's actions should be at least shaped by what they see). The hallucination lasts for about 1 minute. To determine what they see, roll 1d8:

1d8	Result
1	An imaginary foe appears and readies an attack
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3	An existing foe disappears.
4	An existing foe becomes decidedly friendly.
5	An ally disappears.
6	An ally dies.
7	An ally transforms into a monster seeking to kill the character.
8	A long-lost ally or foe appears and acts appropriately.

Once a character is affected, new saves are not necessary until that hallucination ends. Characters that make their save must continue making them as long as they are in the area and are in a strenuous or stressful situation. This fungus grows throughout this region of the cave system, and thus can be found in other areas as well.

Treasure: A character succeeding at a Knowledge (Nature), Knowledge (Dungeoneering), or Craft (Alchemy) check (DC 20) knows that the purple haze fungus can be sold for 5 gp per dose. There are 1d6 doses to be found in this cave. Harvesting the fungus properly takes 5 minutes per dose.

The Corpses: Getting at the people crushed in the cave in requires about four man-hour's worth of work, after which time it becomes clear that the dead people were dwarves. The rusted, corroded remains of digging tools lay around them.

Once uncovered, however, a nice selection of dwarven-made treasure can be recovered, including a *+1 handaxe*, a pair of *goggles of minute seeing*, a shirt of mithril chain, an adamantite pickaxe, a golden amulet with two small rubies (200 gp), a silver buckle (20 gp), 12 pp, 81 gp, 55 sp, and three sunrods. This treasure is amid the rotten, smashed and ruined other gear the four dwarves possessed.

Background: Four dwarven explorers here 75 years ago believed that, based on the nature of the cave system, there might be a natural shaft leading down to a lower level of the dungeon if they just dug down a bit. Since they couldn't get down the stairs in area 62, they tried this approach. Unfortunately, it caused a cave in which killed them.

However, they were correct. The natural shaft below this cave extends down to just above area 122, on Level 5. It would take a team of four about three days worth of serious digging to get to it, the means to rappel down about 150 feet, and then another week of digging at the bottom, but it would work. Plus, unless a character succeeds at a Knowledge (Architecture and Engineering) or Profession (miner) check (DC 22), the work causes another cave-in.

A character would need to make a Knowledge (Dungeoneering) check (DC 23) to determine what the dwarves were trying to do.

Connections: This cave connects to area 68.



70. TENTACLES AND BONES

(EL 4)

Summary: A grick and a darkmantle make a shared lair of this cave, but they are not what they would seem.

Sights and

Sounds: This cave is dark.

The creatures

here are very quiet, and those listening into the cave are hard pressed to hear anything (DC 28).



This twisting, odd-shaped cave is strewn with bones. The floor is uneven and broken, with loose rocks everywhere. Water runs down the walls here and there in tiny rivulets, disappearing into hidden cracks.

Inhabitants: A grick and a darkmantle dwell here. But these are no ordinary subterranean predators. These two are, in fact, humanoids cursed to take on these bizarre forms by the *witching stone* in area 75.

When slain, these two revert back to their normal forms. The grick

becomes a large, burly, male human and the darkmantle a muscular, female human. Neither has any clothing or gear.

Grick: hp 10

Darkmantle: hp 6

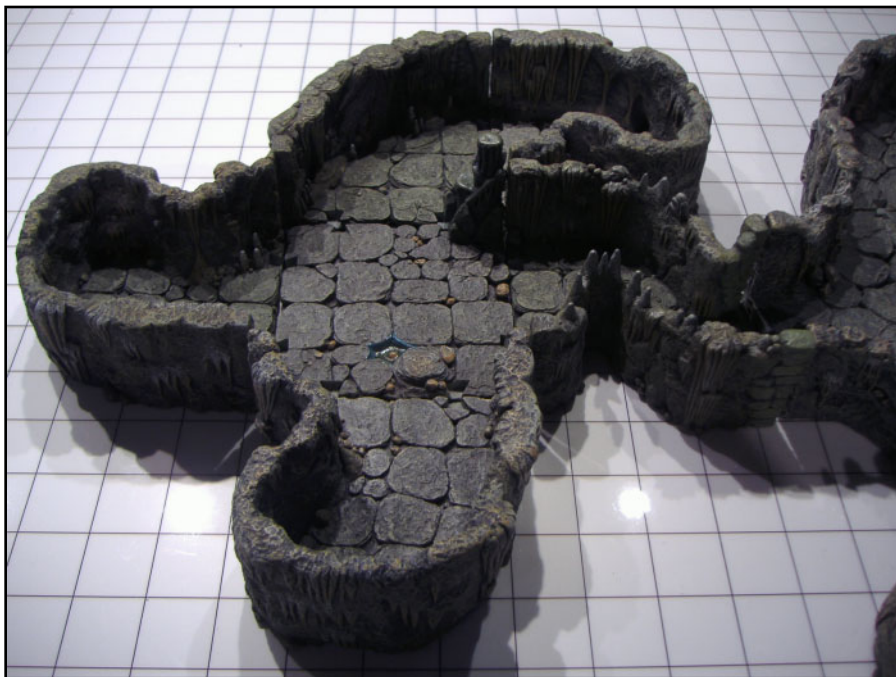
Tactics: Due to the curse of the *witching stone*, these creatures are compelled to attack any humans they see or otherwise become aware of. In this case, these two will attack *only* humans, virtually ignoring other creatures. (They will defend themselves, but that's it.) So if the party is entirely non-human, they don't attack. They likely don't even make themselves known if they can avoid it.

If there are humans, they attack them together if possible, with the darkmantle attempting to nullify any light the humans might have and then dropping down to attack whomever the grick attacks. The grick uses its scent ability so that it can attack even in the darkmantle's darkness.

Treasure: The bones in the cavern are not the victims of the current inhabitants. This cave was once the abode of a small clutch of gargoyles, of which only one survives (in area 75). Amid the bones, however, a thorough, careful search (DC 22) allows explorers to find the following items: a *wand of shield* with 2 charges, a silver bracelet (25 gp), 15 gp, 9 sp, and 28 cp.

Upping the Ante (EL 5): Give each of these creatures maximum hit points (16 for the grick, 11 for the darkmantle) and give each a special +3 attack and +2d6 damage bonus against human foes.

Connections: This cave connects to areas 64, 72, and 73.



71. WOODEN BRIDGE (EL 4)

Summary: An old wooden bridge allows passage across the Unseen River, but it is guarded.

Sights and Sounds: This cave is dark. The sound of rushing water is loud, and imposes a -5 penalty on all Listen checks.

An underground river rushes through this cavern, bisecting it fairly evenly. An old bridge of wooden planks allows easy crossing, although a few planks are missing. The cavern floor is uneven other than a path leading to the bridge. The place is very wet, with spray from the river covering everything as well as filling the air.

The Water: The river is about four feet deep, and moves quickly as the water rushes in from the west. The strong current moving at about 10 feet per round, makes it somewhat tricky to ford (Balance check DC 15 or slip and fall and be carried 10 feet east). The ledge on either side is just about a foot above the level of the water.

The Bridge: Despite appearances, the bridge is actually quite sturdy. It has no handrails of any kind though.

Inhabitants: Four vesh watch the bridge from hiding positions on the north side of the river and another waits in the water. However, if a significant threat approaches the bridge, one immediately runs to area 76 to alert the vesh there. A significant threat is a group of unknown creatures of least three or more.

Vesh (5): hp 6, 8, 8, 9, and 16 (use locathah stats, but use the stats provided for their spear for their bite as well—they can use either but not both; give them blindsight.)

Tactics: The guards hurl spears at anyone approaching, and bull rush anyone on the bridge or near the water, going into the water as well. Vesh in the water attack anyone that enters the water or comes near it, always preferring to fight



in the river if possible. These vesh fight to the death defending this cavern, but will not pursue foes that flee.

Treasure: Anyone standing on the bridge and looking down into the water can attempt a Search check (DC 25) to see that a dark, vaguely human shape lies in the water beneath the bridge. Those able to get to it can recover a troglodyte skeleton wearing masterwork full plate armor in good condition.

It also wears a small gold medallion on a chain, but disturbing the corpse in any way frees the jewelry which will be carried away by the current. A character must make a Spot check (DC 15) to see the necklace as the current grabs it, and must make a Reflex saving throw (DC 17) to grab it before it is lost forever. The medallion bears a special symbol that means “ally” to troglodytes and is worth 80 gp. (A Decipher Script DC 28 check will recognize this). If a PC wears that, any troglodyte (such as Salas in area 81) would be unlikely to attack the wearer immediately.

71A: The vesh have engineered a rockfall trap at this spot. Anyone hugging either side wall avoids it (and of course the vesh know to do so), but anyone else walking through here has a number of rocks fall on them from above. A Spot check (DC 24) allows a character to notice the rocks held on the ceiling by a crude net before the trap is triggered.

Rockfall trap: CR 2; Attack +12 melee (2d6 damage, stones) all within 10 feet; Search DC 20, Disable Device DC 20.

Upping the Ante (EL 4): Have all five vesh remain and simply shout out a warning to their comrades in area 76. Give each the Improved Bull Rush feat and the Multiattack feat so that they can attack with their bite and their spear in melee (the spear at +2, the bite at +0 attack).

REVISIT (EL 2)

Unless the vesh are completely wiped out by the PCs, at least four guards will be on duty watching the bridge the next time they come as well.

Connections: This cave connects to areas 65, 76, 78, 79, and 82.



72. THE WOUNDED VESH (EL O OR 4)

Summary: A vengeful gargoyle has placed a young, wounded vesh here to draw the other vesh into an ambush.

Sights and Sounds: This cave is dark. Anyone standing within 60 feet of 72A in any direction can hear the young vesh mewling. A DC 16 Listen check allows a character to hear the river from here.

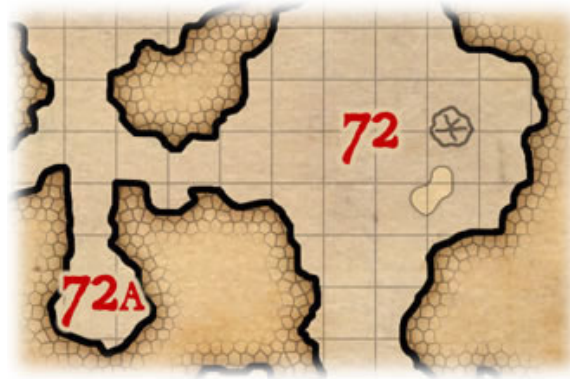
The floor of this large cave is broken and uneven, with flowstone walls and stalactites covering the ceiling like jagged teeth. Here and there, patches of fungus grow in the glistening dampness. Somewhere in the darkness, a creature cries softly and weakly in what seems like sorrow or pain.

Purple Haze: The pale purple fungus in this cave produces spores that fill the air, giving a unique tang to every breath. These spores are hallucinogenic and any character not immune to poison must make a Fortitude saving throw (DC 15) at the end of any round in which they take a strenuous action or act in a stressful situation. Failure means that the affected character sees a hallucination and believes it to be unquestionably real (even if it is ridiculous or clearly unbelievable). However, they are not compelled to act in any particular way (although a good roleplayer's actions should be at least shaped by what they see). The hallucination lasts for about 1 minute. To determine what they see, roll 1d8:

1d8	Result
1	An imaginary foe appears and readies an attack
2	An existing foe dies.
3	An existing foe disappears.
4	An existing foe becomes decidedly friendly.
5	An ally disappears.
6	An ally dies.
7	An ally transforms into a monster seeking to kill the character.
8	A long-lost ally or foe appears and acts appropriately.

Once a character is affected, new saves are not necessary until that hallucination ends. Characters that make their save must continue making them as long as they are in the area and are in a strenuous or stressful situation. This fungus grows throughout this region of the cave system, and thus can be found in other areas as well.

72A: The gargoyle in area 73 has left a young vesh in this cavern wounded and crying for help in order to draw vesh



here so that it can attack. Anyone coming into this cave is very likely to be attacked by the gargoyle swooping out of area 73.

The grick and darkmantle in area 70 ignore this tactic, even though they know the vesh is here.

The young vesh is bloody and too hurt to move on its own. It cannot make attacks or defend itself, and 1 point of damage will slay it.

Development: As previously stated, if anyone enters 72A, the gargoyle in area 73 comes in to attack, if it is alive.

If vesh come into this cave, they will obviously try to rescue the young creature, blaming and attacking anyone nearby.



If the PCs free the vesh and bring it to its people (such as to area 71, 76, 78, or 80) the vesh are very likely to get the wrong idea and attack them to rescue the child from its “captors.” Only if the PCs find a way to speak with the vesh—which almost assuredly requires magic since no one other than a vesh speaks their strange hissing and croaking tongue—can they explain the situation. If they do, however, all the vesh on this level regard the PCs as friends and allies.

Treasure: A character succeeding at a Knowledge (Nature), Knowledge (Dungeoneering), or Craft (Alchemy) check (DC 20) knows that the purple haze fungus can be sold for 5 gp per dose. There are 1d6 doses to be found in this cave. Harvesting the fungus properly takes 5 minutes per dose.

REVISIT

When the PCs return, no matter what they did regarding the young vesh, it is now gone. If it was alive, its people have come to rescue it. If dead, it has likely been eaten.

Connections: This cave connects to areas 64, 67, 70, 73, and 74.

73. GARGOYLE AMBUSCADE (EL 4)

Summary: A gargoyle with a vendetta against the vesh waits here in ambush.

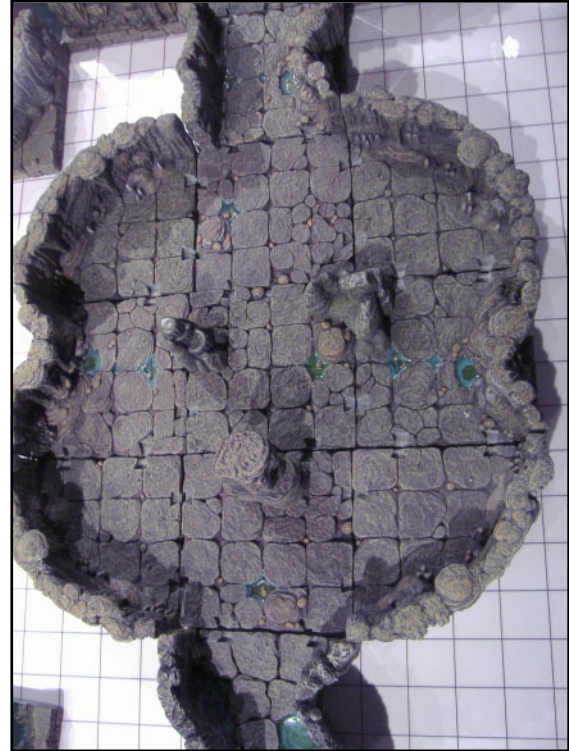
Sights and Sounds: This cave is dark. The sound of rushing water to the north is loud, although characters will still hear the crying of the wounded vesh in 72A.



A column of yellow-brown flowstone stands in the middle of this cave, surrounded by irregular stone formations of glistening white and pink. Dripping stalactites hang from the low ceiling in a thick, inverted forest of stone.

Ceiling and Stalactites: The ceiling is low here, only 12 feet or so. The stalactites hang down between three and six feet. It is possible for characters to walk through the room without hitting their head, but they likely need to pay attention.

Inhabitant: A gargoyle that hates the vesh for killing its mother (in area 67) waits here to ambush those coming to investigate the cries of the wounded vesh in 72A.



This gargoyle actually lives in area 75, but it will wait here until something comes to attack.

Gargoyle: hp 36

Tactics: Using its ability to freeze and hide among stone, the gargoyle perches amid the stalactites on the ceiling. Even if characters spot the hiding gargoyle (its Hide bonus is a total of +13), they must still make another Spot check (DC 20) to determine that it's not actually just a strange rock formation on the ceiling. If any creature comes into this cave, the gargoyle waits until they are right beneath it, just five feet above them, and literally drops down as to make a single attack with surprise before initiative starts.

The gargoyle in flight gains a cover bonus (+4 to AC and +2 to Reflex saving throws) as it winds its way through the thick mass of stalactites. Because of its skill in winding through them, it doesn't provoke attacks of opportunity as it moves through the stalactites, half flying half brachiating. This means it can easily move from target to target on the ground.

Development: If the PCs wait and watch, 1d4+1 vesh come into this chamber from the north to get to 72A and the hurt child. The gargoyle attacks them.

It is also possible that the gargoyle here might be in 72A already.

REVISIT (EL 3)

The next time that the PCs come to this area, the gargoyle is gone (one way or another—either slain or returned to area 75). Instead, the cave has a new resident—an ankheg has just tunneled in looking for food. A large hole where it just burrowed in can be found in the floor. Alternatively, the DM can decide that the monster waits just beneath the floor and attacks when the PCs cross the cave, tunneling up from beneath them.

Ankheg: hp 30

Connections: This cave connects to areas 64, 70, 72, 77, 79, 82, and 84.

74. THE RIFT (EL 1)

Summary: A natural rift makes crossing through this tunnel treacherous.

Sights and Sounds: This tunnel is dark and quiet. A DC 22 Listen check allows a character to hear the river from here.

A wide tunnel stretches before you, a deep rift cleaving it into two. Loose rocks and rubble lie everywhere. Patches of purple fungus grow on the walls as well as within the rift itself.



The Rift: The rift is 20 feet deep. Anyone attempting to traverse this tunnel must make a DC 12 balance check. Failure indicates that the character slips on the loose rocks on the floor or the ground beneath them crumbles away into the rift. Either way, they fall unless they succeed on a DC 20 Reflex save and grab hold of something. Tying PCs together with a rope is a good idea here.

Getting past the rift is a CR 1 challenge.

Climbing up or down the rift is difficult due to the crumbling

nature of the stone (DC 25).

Skeleton: Further, characters searching the bottom of the rift (no check needed) find a distorted human skeleton. This

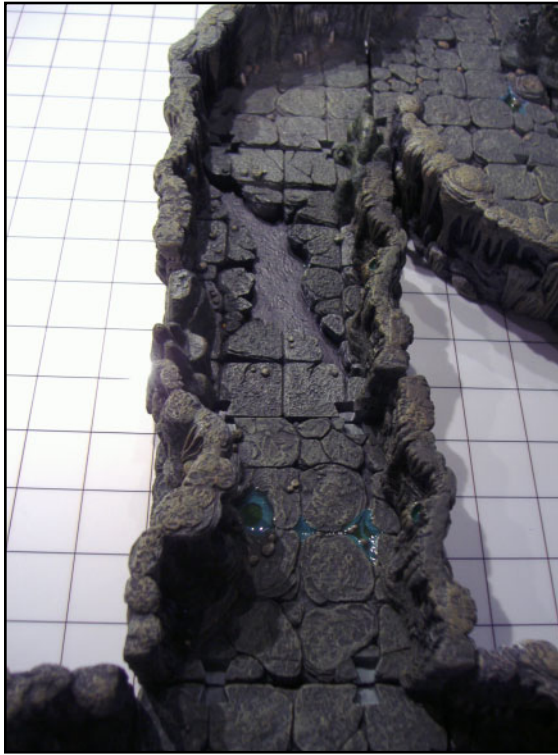
poor guy was in the middle of his transformation into a grick, thanks to the witching stone in area 75 when he fled screaming and fell down into the rift and died. His death in mid-magical-transformation has left him in a strange state physically and mystically.

Amid the loose talus you see a brittle and black skeletal figure. At first glance, it appears to have been a human, but then you notice that the jaw is pointed almost like a beak. The arms and legs are too small and seem partially fused to the torso in a way you cannot quite reconcile.

The skeleton has a faint aura of transmutation magic. If touched, that magic (from the *witching stone*) is suddenly and surprisingly released as a terrible shrill scream from the skeleton's mouth and a sudden spasm that causes him to lunge at the nearest character. (DMs may wish to make a phony attack roll and announce that it "missed.") Then, with a terrible death rattle, it spews forth a spray of black mist. (Again, this is harmless, but perhaps spurious Fortitude saving throws are in order.)

Purple Haze: The pale purple fungus in this cave produces spores that fill the air, giving a unique tang to every breath. These spores are hallucinogenic and any character not immune to poison must make a Fortitude saving throw (DC 15) at the end of any round in which they take a strenuous action or act in a stressful situation, which is virtually any round spent trying to safely bypass the chasm. Failure means that the affected character sees a hallucination and believes it to be unquestionably real (even if it is ridiculous or clearly unbelievable). However, they are not compelled to act in any particular way (although a good roleplayer's actions should be at least shaped by what they see). The hallucination lasts for about 1 minute. To determine what they see, roll 1d8:

1d8	Result
1	An imaginary foe appears and readies an attack
2	An existing foe dies.
3	An existing foe disappears.
4	An existing foe becomes decidedly friendly.
5	An ally disappears.
6	An ally dies.
7	An ally transforms into a monster seeking to kill the character.
8	A long-lost ally or foe appears and acts appropriately.



Once a character is affected, new saves are not necessary until that hallucination ends. Characters that make their save must continue making them as long as they are in the area and are in a strenuous or stressful situation. This fungus grows throughout this region of the cave system, and thus can be found in other areas as well.

Treasure: A character succeeding at a Knowledge (Nature), Knowledge (Dungeoneering), or Craft (Alchemy) check (DC 20) knows that the purple haze fungus can be sold for 5 gp per dose. There are 1d6 doses to be found in this cave. Harvesting the fungus properly takes 5 minutes per dose.

REVISIT

When the PCs come back to this tunnel, it has completely collapsed and is mostly full of rubble. It would take about 100 man-hours of work to clear it in order to safely get through (and reach area 75 again).

Connections: This cave connects to areas 72 and 75.

75: THE WITCHING STONE

(EL 6)

Summary: An ancient obelisk created by evil fey stands in this cave, presenting multiple threats.

Sights and Sounds: This cave has its own very faint pinkish-white illumination centered upon the witching stone itself. No matter where one stands in this cave, it sounds as though someone plays a set of pan pipes far in the distance.

Draperies of wavy gray-violet rock and dripping strands of flowstone give this cave a particularly alien appearance. A fifteen foot tall obelisk entwined with amorphous pseudopods, inhuman tendrils, and monstrous tentacles stands in its exact center. Dark jewels glisten amid the curls and serpentine twists. Clearly not a natural formation, it has both an artificial and yet still organic appearance. Bones of various creatures lie scattered around its base. From far off, you hear a strange fluting song.

The Obelisk: Angry, evil, twisted fey created this stone with a hatred for humankind in mind. Any human touching the *witching stone* must make a Fortitude saving throw (DC 18) or be permanently transformed into a decidedly inhuman subterranean creature, such as a grick, a darkmantle, or a gray ooze. The creature no longer ages nor needs to eat, but is compelled to attack humans on sight.

The transformation takes 1d4+2 rounds, during which time the victim is helpless and in agony. The process can be disrupted by any other infusion of magic. Thus, during the transformation, any spell cast on the victim will automatically end the process and return the victim to normal. (Afterward, a dispel magic, break enchantment, or any other spell that can ordinarily undo permanent transformations work normally.) The touch of cold iron,



likewise, will stop and reverse the transformation during this period.

The *witching stone* is made of normal stone and can be destroyed normally (hardness 8, 300 hp, Break DC 34). Cold iron, however, ignores the hardness and inflicts four times normal damage.

Inhabitants: One round after anyone touches the witching stone, or five rounds after anyone enters this cave (whichever comes first), the obelisk summons three satyrs which spend a full round dancing maniacally around the base of the obelisk, one of them playing a set of pipes.

Satyrs (3): hp 30, 22, 20; one has pipes.

Tactics: During the dance, the pipe player utilizes the fear power of its pipes. After dancing, the satyrs immediately engage any non-fey or non-elf in the cave in melee combat, although they leave any humans transformed by the witching stone alone. They also attack any creature that attacks them.

Treasure: There are 10 onyx gemstones set into the *witching stone*. The obelisk must be destroyed before they can be removed. Each is worth 100 gp. However, even though they do not possess a magical aura, a character making a successful Knowledge (arcana) check (DC 20) knows that each can be used to summon a satyr (without pipes) that will obey the user for 5 rounds. Doing so takes a full round action and destroys the gem. Alternatively, if two of these gems are set into the pommel of a weapon (Craft check DC 20), the weapon is treated as if it were cold iron henceforth. These functions may only be used by those present when the obelisk was destroyed, so they cannot be sold for more than 100 gp. Possession of these gemstones assesses a -4 penalty to Charisma-based checks involving interacting with fey creatures.



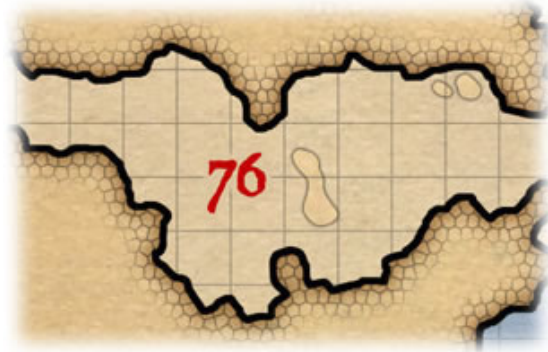
Northern Niche: The northernmost section of this chamber is the lair of the gargoyle currently found in area 73. It is filled with bones, broken vesh spears, and a large collection of colored and sparkling stones of value to a gargoyle, but no one else.

Connections: This cave connects to area 74.

76. VESH CAVE (EL 3)

Summary: This is one of the communal caves the vesh use as their camp.

Sights and Sounds: This cave is dark. If the vesh don't know that the PCs are coming, they will be making noise moving around and talking to one another casually. Otherwise, they are very quiet. Characters coming here can hear the sounds of the river to the south-east without making checks.



Tactics: If the vesh do not know the PCs are coming, they are as likely to flee as fight, running to either area 80 or area 71. If two of the six fall, they almost certainly attempt to flee.

However, if given the chance to surrender, they may also do that. While they do not speak Common, and their own language is extremely difficult for non-vesh, they are used to communicating brief concepts in pantomime, and may try to do so with willing attackers with superior might. They will agree to try to prevent the other vesh from attacking the PCs, although Salas the troglodyte in area 81 will likely make that difficult. They can also offer to show the PCs how to get to area 79 or area 86, although they avoid going to either location themselves.

Treasure: The vesh really have little treasure. There are many dozens of spears here, as well as tools and other utilitarian items made of wood, stone, fish skin, and sometimes shells, but they are nearly worthless. The vesh do not value money, dislike metal, and have no appreciation for art or beauty.

Development: If one of the vesh from area 71 comes here, not only will there be one more vesh, but those already here will be forewarned and ready. Five take positions behind the rock formation in the middle of the cave with spears ready, while the other two crawl up onto a ledge 10 feet high in the northeastern corner of the cave and throw spears from there. While in these positions, assume all the vesh have +10 total Hide bonuses.

Fighting for more than two rounds here will likely bring other vesh from area 71 or area 80.

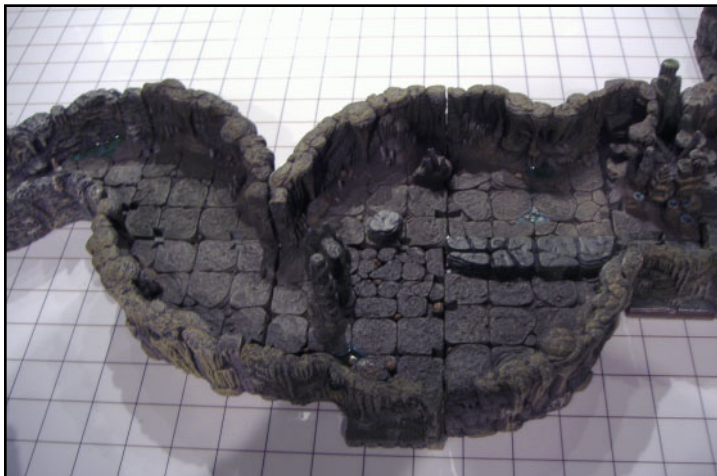
Connections: This cave connects to areas 71 and 80.

A massive flowstone-covered pinnacle of rock rises up in the center here, where the cave naturally narrows, making this into almost two different caverns, one east and one west. Beautiful and exotic draperies of limestone cover the walls, particularly in the eastern portion of the natural chamber.

Woven mats made of fungus, reeds, and fish bones lay on the floor here, arranged like a well-used campsite. Small woven bags lay near the mats, amid a few simple tools of wood and stone. Spears in great number stand against the northern and southern walls.

Inhabitants: There are six vesh in the cave, although it is home for more like twenty.

Vesh (6): hp 5, 7, 8, 9, 9, and 11 (use locathah stats, but use the stats provided for their spear for their bite as well—they can use either but not both; give them blindsight.)



77. THE STONE BRIDGE

Summary: A natural stone bridge spans the river at this spot, making a choke-point useful to multiple predators.

Sights and Sounds: This area is dark. The rushing river is too loud to allow PCs to hear much of anything else. It imposes a -5 penalty on all listen checks.

The subterranean river rushes from the southwest to the northeast. A natural stone arch provides a bridge rising high across the water. A series of stone tiers makes a staircase leading up to the bridge on the south side. The north side is easier to access.

On the south side is a dried husk, long and coiled.

The Water: The river is about four feet deep, and moves quickly as the water rushes in from the west. The strong current moving at about 10 feet per round, makes it somewhat tricky to ford (Balance check DC 15 or slip and fall and be carried 10 feet east). The ledge on south side west of the stairs is just about a foot above the level of the water. Elsewhere, the ledges are about 12 feet above the level of the water.

Ledges: The ledges on either side of the river rise about 12 feet above the level of the water. The south side is accessed by a natural staircase of rock ledges. The north side continues on to the same level (12 feet higher) toward area 85.

The Bridge: The bridge is extremely sturdy but it is slick. It is only two to three feet across. Walking across very slowly (5 feet per round) is perfectly safe. Any faster than that, and a character must make a Balance check (DC 15) or fall off. This is also true should anyone take any dramatic actions while on the bridge, such as fighting—the Balance check must be made each round during such activities, and again if a character is struck in combat.

The Unseen River Heading East: The river here winds through the rock and eventually comes out of the earth and runs into the River Turant. Where the river exits the hill is a spot called the Devil's Maw, and the short run the river has before it reaches the Turant is known to the locals as the Devil's Spew. The waters of the Devil's Spew are said to possess strange properties and ill fortune, but this is mainly just superstition.

The Unseen River is navigable in a small boat from the Turant to Level 3, but the going is rough on the way in (going against the strong current).



Husk: The dried husk is the shed skin of a water naga that came here long ago to find the *bloodline rock* in area 82. A Knowledge (nature) or Knowledge (Dungeoneering) check (DC 20) recognizes it as such, although anyone can recognize that it's a snakeskin. It's too dried and old to be of any value.

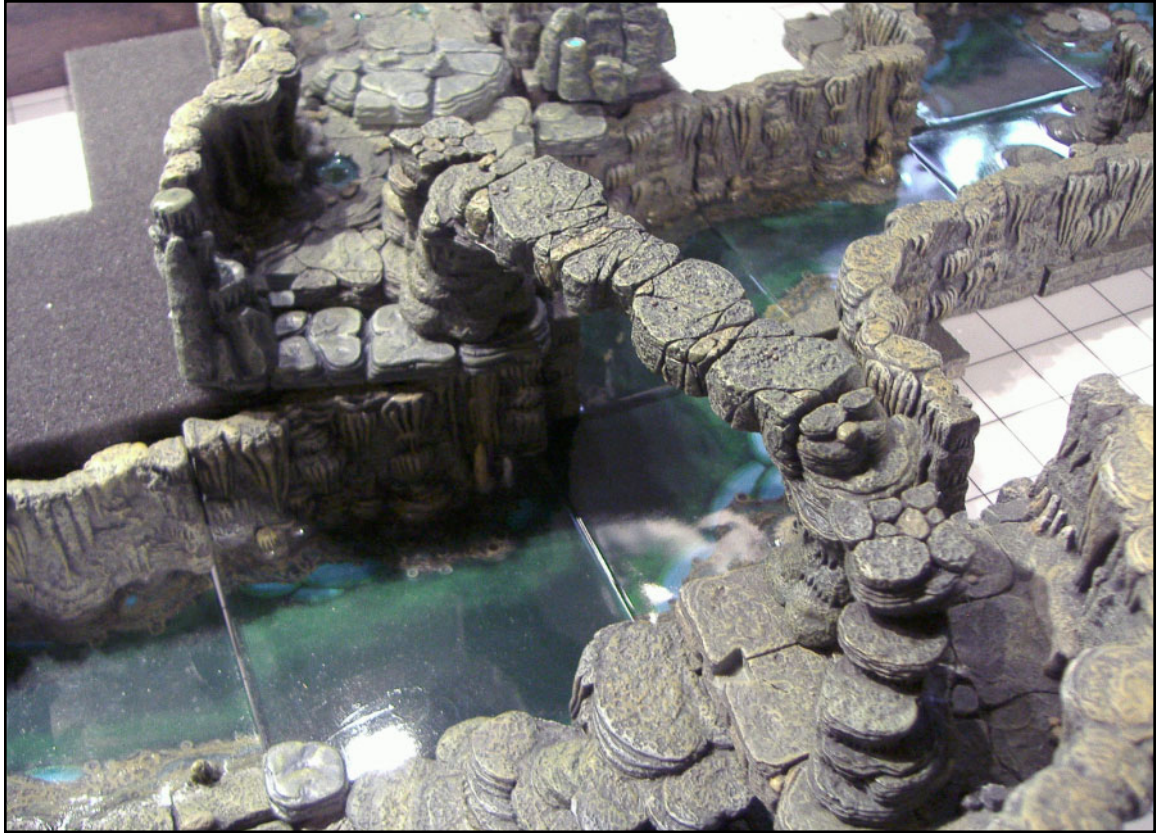
REVISIT (EL VARIES)

This is likely to be an area accessed many times, as it's likely often easier to come into the dungeon from area 89 than it is to enter from Level 1. Thus, there are two revisit encounters for this area. They shouldn't probably be used immediately. Use the first the second time the PCs cross through this area, but don't use the second until two or three times later.

Merrow (EL 3): A merrow stands on the bridge looking to the southwest. He holds a dead vesh in his hands, and prepares to sit down on the bridge to eat his victim. This brute is aggressive to any non-merrow that approaches him, protective of his meal and his brief moment of solitude. He will not pursue anyone that flees or somehow manages to steer clear of him (although being on the bridge might make that tricky).

Merrow: hp 30

Water Naga (EL 7): Following the legends of its people, a water naga has come to the caves looking for the *bloodline rock*. It's not looking for a fight, but it will of course defend itself. It would rather, however, speak with the PCs and learn what they know. If they tell it where the bloodline rock is, or



give it a generous amount of other information, it will reward them with a verbal description of the location of a buried treasure along the banks of the River Turant, on the surface (for obvious reasons, it does not have a map, nor can it draw one).

Water Naga: hp 55

If the PCs follow them, the directions will take them about five miles south of Brindenford to the ruins of an old wooden dock. Beneath it, long ago, some marauding lizard folk hid 199 gp, 310 sp, and a necklace made of gold coins cut into half moon shapes strung together with wire (worth 30 gp). A character making a successful Knowledge (Religion) check (DC 16) realizes that the necklace is an homage to Glarias.

Connections: This cave connects to area 73, 79, 85, and 86.

78. VESH LEADER

Summary: The leader of the vesh lives in this side cave, but she might not be what the PCs expect.

Sights and Sounds: This cave is dark and quiet. Anyone listening can hear the river to the south.

A simple side cave, the ceiling here lowers as it proceeds east, until it eventually meets the floor. In the middle of the cave lies a woven mat surrounded by fish bones and piles of dried fungus.

Inhabitant: The leader of the vesh is here. She is old and fragile, carrying no weapons. Her position comes from her wisdom and her unique abilities. She can make no physical attacks, but otherwise has stats like normal vesh (which is to say, a locathah). However, she has the fast healing ability (healing 5 points a round), an innate +4 deflection bonus to AC (for a total AC of 18), and SR 18. She can also use the following spell-like abilities three times per day each: *cure moderate wounds*, *shield other*, and *bull's strength*. She's also not blind (and yet still has the blindsense of normal vesh).

Vesh leader: hp 8; Use locathah stats except as noted above.

Tactics: If she knows there's trouble, the leader will not be here, but instead with her people, probably in area 80. In this case, she uses her abilities to protect, heal, and enhance the other vesh.

If encountered alone, the leader does not fight—she has not the means. If it appears to her that the PCs might be won over with kindness, she heals their wounds or boosts their strength. If the PCs have the means to communicate with her, she will tell them about the troglodyte in area 81 and how it is a threat to them as well as to her people.

The vesh leader is an EL 1 encounter, but only if encountered with other vesh.

Background: While most vesh are born in the water, the vesh leader was born atop the *bloodline rock*. Somehow, this granted her innate magical powers. She has led the vesh here for 20 years, which is twice as long as most vesh live.

Development: Fighting for more than two rounds here will likely bring other vesh from area 71.

Connections: This cave connects to areas 71 and 82.



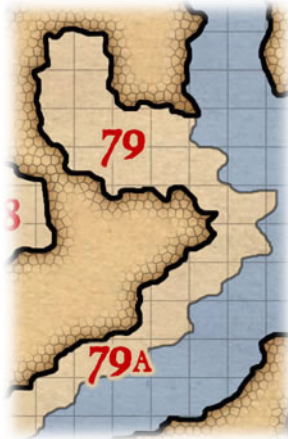
79. TREASURE CAVE (EL 4)

Summary: A narrow path along the river leads to a cave once used to hide treasure providing as much risk as reward.

Sights and Sounds: It is dark here. The sound of rushing water is loud, and imposes a -5 penalty on all listen checks.

A slippery ledge runs along the north side of the river, eventually leading into a dead-end cave off from the water. It is empty other than for two things: a corroded iron plate set into the back wall with a massive keyhole in its center, and charred bones covering the floor. Most of the bones appear human or humanoid. Likewise, most appear quite ancient, as if you would expect them to crumble at your touch.

Amid the bones, you see the tip of an oversized iron key.



Bones: Looking through the bones (no check needed) reveals a small wooden chest lying on its side, empty and half covered in bones and the broken remains of another as well. The bones are the result of a magical fire-blast trap that once functioned here but no longer poses a threat. Now they just scare away the curious.

That isn't to say that there isn't a trap of sorts.

Lock Trap: Neither lock nor key has a magical aura, despite the fact that both are magical. The lock cannot be picked and attempts to do so suggest that it's not a real lock at all. Nothing happens unless the key is inserted into the lock. All those within 20 feet when the key is inserted immediately find themselves transported to a 50-foot square room (not shown on the map).

The smooth walls and floor of the chamber you now stand within shine with a polished luster. Light comes from torches in sconces around the perimeter of the room. There are two chests in the room, both bound in chains. Each is artfully engraved with abstract patterns. There are also three piles of chains lying in small heaps on the floor.

This chamber is located on a remote demi-plane. Time there passes very slowly relative to the normal world, so

when the PCs return (assuming they do), it will seem as if virtually no time has passed.

At the same time as they appear in the room, a tiger is summoned into the room. It attacks immediately. The tiger disappears again after six rounds, or when it is slain.

Tiger: hp 45

Chests: The chests are not locked, although the chains must be broken to get at the chest (Hardness 10, hp 5, Break DC 26). Breaking or removing the chains immediately sends everyone in the room back to the cave where they started, along with the chest.

This means that it is virtually impossible to get more than one chest. It is also impossible for a character to travel to the room with the chests more than once, and similarly impossible to activate the magic of the key and the lock more than once per month.

Treasure: The chest the PCs come away with contains two beautiful lutes with inlaid gold designs (300 gp each), a small silk bag containing a set of gold cufflinks (50 gp), a silver tea pot (75 gp), a necklace of gold beads (225 gp), a silver bell (40 gp), and a jeweled pouch (250 gp) containing 60 pp.

The chest still in the room contains 2,000 gp.

Background: More than 300 years ago, a sorcerer investigating the *bloodline rock* (and the dungeon in general) created the magical features of this cave to store various treasures he found in the dungeon. The sorcerer is long dead and much of the treasure is gone now, but a bit remains.

79A: The northwestern wall is sloped inward so the walkable path here is really only about five to six feet wide. It's also quite slick. Moving faster than a slow walk requires a Balance check (DC 10). Failure means that the character either slips into the river (50% chance) or bumps their head on the sloping wall/ceiling for 1 point of damage (50% chance).

Connections: This cave connects to areas 71, 73, 77, and 86.



80. ANOTHER VESH CAVE (EL 3)

Summary: The vesh living in this cave prepare for battle with merrow soon to be invading their caves.

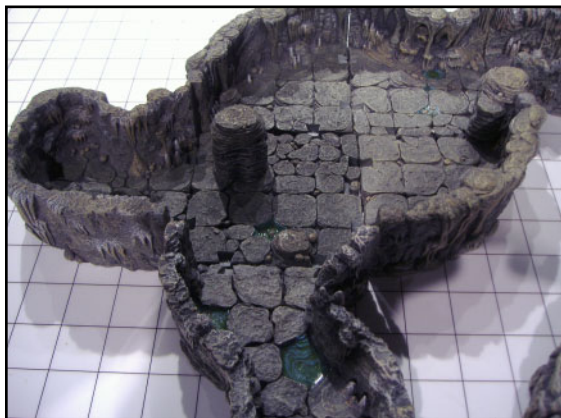
Sights and Sounds: This cave is dark, but anyone within 30 feet of the cave can hear sounds of vesh talking and moving about (Listen Check DC 15).

A winding cavern with a smooth floor, this place is clearly home to a number of creatures. Woven sleeping mats, a few simple tools, and discarded fish bones lie throughout the room.

Inhabitants: There are five adult and eight young vesh here. The young vesh are not combatants. Each has 1 hp, and cannot make attacks. Three of the adults hold, instead of their spears, short sling staves that they use to fling clay vials holding acid. Reference the rules for alchemical flasks of acid even though this is a concoction made from the blood and bile of various subterranean creatures. Vesh have a very mild resistance to this particular acid (1 point).

Vesh (adults) (5): hp 12, 10, 9, 8, 5 (use locathah stats, but use the stats provided for their spear for their bite as well—they can use either but not both; give them blindsight.)

Tactics: In battle, two vesh run forward to melee with attackers while the others use their slings to hurl acid vials. The vesh are resistant enough to the acid that they are not worried about splash damage. The young stay in the back and do not fight, although they may bring the slingers more acid vials or some other simple duty.



The adults work to protect the young, and will fight to the death.

Development: Either the leader from area 78 or Salas from area 81 may already be here, or they may come here at the sounds of fighting. In the latter case, Salas will only get involved if it looks like he and the vesh can take the PCs. Otherwise, he slinks away. The leader will help her people at any cost. If the leader is here, she may lead the vesh here to area 82, which is more defensible. If Salas is already here, he will force them to stand their ground and protect him. If Salas is already here when the PCs arrive, assume the vesh have already made their save against his stench that day. If he arrives as the PCs do, or after, make saves for them normally.

The vesh hate and fear Salas. If they are involved in a fight where he is also a participant, they may turn on him if he appears weak.

Treasure: The vesh really have little treasure. There are many dozens of spears here, a total of five sling staves, and 12 clay vials of acid. There are also tools and other utilitarian items made of wood, stone, fish skin, and sometimes shells, but they are nearly worthless. The vesh do not value money, dislike metal, and have no appreciation for art or beauty.

Upping the Ante (EL 4): Having Salas or the vesh leader already seriously upgrades the encounter (EL 6 or 4, respectively), but if the DM wishes to make it even more challenging, add two more vesh with sling staves and two more melee skirmishers (hp 9 each).

Connections: This cave connects to area 76, 81, 82, and 83.

81. THE TROGLODYTE

USURPER (EL 5)

Summary: A troglodyte sorcerer has come to find the bloodline rock. While he studies its secrets, he has forced his way into a leadership role among the vesh. You will need the Salas' Notes handout.

Sights and Sounds: The cave is dark, and usually very quiet.

Milky purplish stone formations punctuate this cave's walls giving it an eerie quality. There's a lingering, acidic stench in the air. A woven sleeping mat lies on the floor, next to a crude, leather-bound book filled with mostly loose pages.

Inhabitant: Salas came to these caves looking for the bloodline rock. He used magical charms and intimidation to put himself in a position of authority over the vesh tribe that he encountered.

Salas

Male Troglodyte (Chaotic Evil)

Medium Humanoid (Reptilian)

Sorcerer4

CR 5

HD 2d8+4 + 4d4+8

hp 30

Init +5

Speed 30 feet

Languages Draconic

AC 18, touch 11, flat-footed 17

BAB/Grapple +3/+3

Attack +3 melee (1d4, claw)

SA Stench 30 feet (Save DC 14)

SQ Darkvision 90 feet

Fort +6, Ref +2, Will +3

Str 10, Dex 12, Con 15, Int 11, Wis 9, Cha 16

Crucial Skills Concentration +5, Hide +10, Listen +4,

Other Skills Spellcraft +4

Crucial Feats Combat Casting,

Other Feats Improved Initiative, Improved Natural

Armor, Imbed Item (see next page)

Spells: 6/7/4, +3 melee touch, +4 ranged touch

2nd—*blur*

1st—*charm person* (DC 14), *magic missile*, *shield*

0—*acid splash*, *daze* (DC 13), *detect magic*, *mage hand*,

touch of fatigue (DC 13), *resistance*

Possessions: *amulet of health +2* (imbedded), *necklace of fireballs* (Type 1: 1x5d6, 2x3d6)

Tactics: Salas is cowardly. As soon as he knows a threat is near, he will use his first two rounds to cast *shield* (+4 to AC





for AC 22) and *blur* (20% miss chance), in that order. He won't want to make a stand here in his personal cave because it has no means of retreat. If at all possible, he will try to get to where some of the vesh are (like area 80) and force them to fight for him. He uses ranged attacks as much as possible, probably *magic missile*, conserving his *necklace of fireballs* for only the most dire of straits. He won't hesitate to kill vesh with a fireball to hurt the PCs.

He will flee if reduced to less than 15 hit points, but he will never surrender.

The vesh hate and fear Salas. If they are involved in a fight where he is also a participant, they may turn on him if he appears weak.

Development: It's actually quite likely that Salas isn't here. If he knows foes approach, he goes to area 80 to force the vesh to help protect him. Otherwise, he might go to area 82.

Salas' Book: Written in Draconic, these are Salas' hastily and messily scribbled notes, poorly organized and woefully incomplete, regarding the *bloodline rock*. Reading through these notes requires about 12 hours. If anyone takes the time to read them, give them the Salas' Notes handout.

Connections: This cave connects to areas 80, 82, and 83.

New Feat: Embed Item (Standard)

You can imbed a magical ring or amulet into your flesh.

Requirements: A natural armor bonus

Benefit: In a horrifically painful process, you imbed a magical amulet (or necklace, periapt, etc.) or a magical ring into your flesh. The imbedded item cannot be removed from you while you still live, and it no longer takes up a slot. Even you cannot remove the item, and so you cannot switch out the item for another later. In all other respects, the item functions normally and can still be suppressed. The imbedded item is still visible protruding from your flesh, but can be easily concealed. A normal ring covers an imbedded ring, for example.

82. THE BLOODLINE ROCK

Summary: An ancient, mystical stone slab offers powers to those with magic in their blood.

Sights and Sounds: The *bloodline rock* itself gives off a faint bluish glow that very dimly illuminates the entire cave. Splashing can be heard from the pool to the north.

A large rock formation with a flat top rises from the cavern floor like a tiny plateau, glowing in an eerie light. It rises up about ten feet, halfway to the stalactite-covered ceiling. Beyond it to the north the cave gives way to a large, dark pool.

The Bloodline Rock: Power from far deeper in the dungeon rising up toward the surface in a continual, invisible flow created this material extension of mystic might. Anyone with inherent magical abilities, including characters of the sorcerer class, tieflings, half-dragons, and any creature with racial spell-like or supernatural abilities immediately recognizes its special nature. They don't, however, know exactly how its power can be used.



It takes a week of constant study and meditation, at least eight hours each day, for such a character to be able to tap into the rock's energies and utilize them. Once a character has finished this, he or she can use a feat slot to gain an inherent spell-like ability. Characters can choose any spell effect of a level equal to half their HD or less that they can use once per day with their HD being the caster level. If the spell effect's level is one-quarter of their HD or less, characters can use the spell like ability three times per day. Thus, if a 9th level sorcerer attempted this with her new feat slot, she could choose a 4th level spell effect to use once per day, or 2nd level spell effect that she could use three times per day. If



she chose the 4th level effect, once she reached 16th level, she could then use it three times per day.

Further, once the week of study is complete, a sorcerer or other inherently magical creature can use the power of the *bloodline rock* and their own inherent magical nature to cure any disease they might have, remove a minor curse, or rid themselves of any other unwanted condition. To accomplish this, they must spend one hour on the rock and make a Concentration check (DC 25). The DM can add to the DC of this check for more potent conditions or diseases if he wishes. The *bloodline rock* cannot be used to heal physical damage.

Lastly, very long term exposure to the *bloodline rock* can instill magical abilities into a creature. This, however, takes years of constant exposure and mostly affects very young creatures or the offspring of adults who endure the extended exposure. These abilities, once gained, are likely passed on through that creature's bloodline. The current leader of the vesh has such abilities.

Development: It's possible that Saral the troglodyte will be here if he knows the PCs are coming. He may or may not have the vesh from area 80 with him to help protect him.

REVISIT (EL 7)

If the PCs clear out the vesh and the merrow from this level, a nymph named Morgana moves in and resides here, studying the power of the *bloodline rock*. She is extremely reclusive, and hides (perhaps in the pool in area 84) but if intruders look like they're not just passing through she will use her abilities to attempt to drive them away. She has claimed the *bloodline rock* for herself and does not want to share it. This can set up an interesting encounter with a good-aligned opponent for the PCs, who probably want to use the rock themselves.

Morgana, Nymph: hp 27

Connections: This cave connects to area 71, 78, 80, 81, 83, and 84.

83. THE MERROW (EL 3)

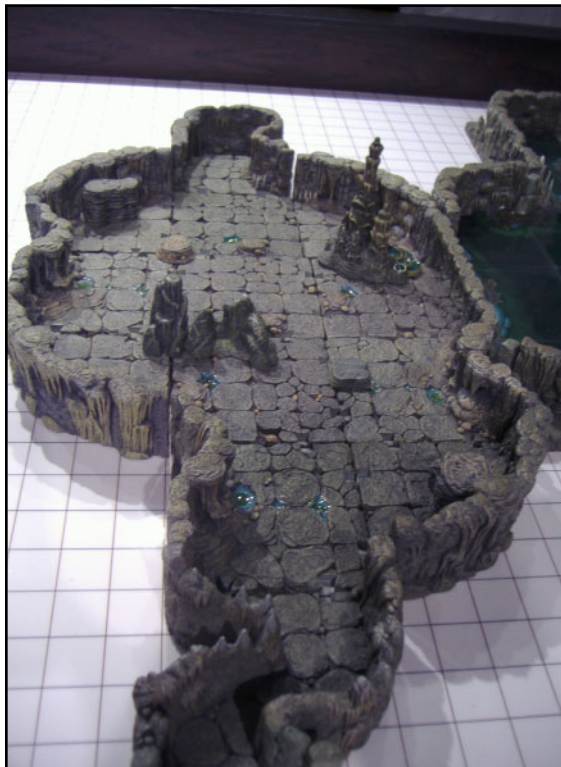
Summary: An expeditionary force of merrow is moving into the caves from the river. One hides here and waits for more of its fellows to arrive and attack the vesh to the south. You will need the Wall Scratches 2 handout.

Sights and Sounds: This cave is dark. Splashing can be heard from the pool to the east.

The northern portion of this large cavern seems less well-trodden than many of the areas on this level. A well-worn path to the edge of the pool extends to the tunnel leading (more or less) south. A jagged curtain of dripstone requires anyone man-sized or larger to duck and squeeze to get to or from the water.

A large creature with sinewy arms, yellow-green flesh, and gills steps forward as you look in, a long trident in its hands.

Inhabitant: A merrow has been in this cave for a while now, waiting for more of its kind to join it so that they can attack the vesh to the south. Ultimately, they would like to take over this level and make it their lair. If anyone comes here, it attacks. This aquatic ogre uses a trident appropriate for its size (2d6+5 damage) in melee, although it won't hesitate to throw it like a spear if it must.



Merrow: hp 29

Tactics: The merrow is quick to retreat to the pool in area 84 if it suffers more than 10 points of damage. It must squeeze to get beneath the flowstone curtain, however. Once in area 84, it will attempt to fight in the water. If no one follows it, it will return to attack them later.

Treasure: If the centralmost rock formation in the cave is Searched (DC 18), a PC can find a loose rock, beneath which lies a small bag of rotten burlap. Inside are 322 cp, 299 sp, and 78 gp. This was left here by an explorer long ago, and he never lived long enough to come back for it.

Hidden Wall Scratches: If the northwestern wall of the cave is Searched (DC 12), a PC can find a crude map scratched into the rock. It may be difficult to tell, but it shows areas 83, 84 and 86, specifically showing how to get from area 83 to area 86 allowing PCs to know that area 86 even exists. It also suggests the existence of the short passage hidden by the illusion there. Show the players the Wall Scratches 2 handout.

Upping the Ante (EL 5): If one merrow is good, two are even better, right?

REVISIT (EL 5 OR 6)

If the PCs kill the vesh, the merrow move in and claim Level 3 for their own. This will be their central camp-cave, and at any given time there will be two or three of the creatures here.

Connections: This cave connects to area 80, 81, 82, and 84.

84. THE MURKY POOL

Summary: A large, relatively still pool portends danger and holds an interesting secret.

Sights and Sounds: The cave is dark. Although there's really little movement in the water, some splashing can be heard from somewhere in the distance.

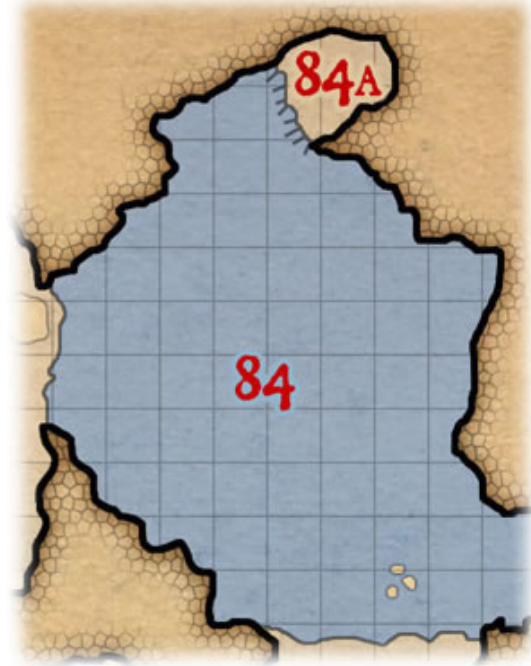
This cave is filled with a dark, murky pool of unknown depths.

The Pool: The Unseen river initially ran here because of the cave's depth, but once it filled up it ran to the east instead. Now, water remains but it doesn't move much. It's filled with silt, making it very murky. The pool is amazingly deep—almost 100 feet in the middle. The water is shockingly cold.

84A: This hidden side cave has a low ceiling. The floor has about three inches of water in it—it's really just sort of a shelf on the side of the cave that's almost above the water level but not quite. Chained to the wall, above the level of the water, is the long-dead corpse of a massive four-armed figure. Judging from the shape of the skull, and the broad rib cage, this was a girallon. Near it, more manacles dangle from the wall, one still holding the blackened, severed arm of another creature, this time something decidedly more humanoid.

The chains have a faint magical aura of conjuration. A spellcraft check (DC 22) suggests that they are the permanent creation of a unique spell called *gaol*.

If anyone searches this side cave, they can find two things. A DC 13 check reveals a small niche in the back of the cave, above the level of the water. The niche is empty, but it is clear that a metal rectangular shape (probably a chest or box of some kind) sat there for a long time based on the rust stains. The second thing (Search DC 14) is in the water,



although it is not completely covered. It is a skull which appears human, except for the fact that dozens of tiny vertebrae-like bones hang from the top of the skull, each ending in a snake-like skull. This is the skull of a medusa, and that's her arm dangling from the chain. The rest of her corpse decomposed and washed away.

Background: The chains in 84A were created by a halfling sorcerer named Eulalia Pujalt that fought and defeated a medusa and her pet girallon that once dwelled in this cave many years ago. She took the medusa's treasure chest and left.

REVISIT

According to the Revisit section of area 82, Morgana the nymph may move into these caves at a later date. If that is the case, she keeps her valuables in an underwater cave deep below the surface of the eastern portion of the pool. The cave is only about 10 feet across and deep, and lies 60 feet underwater.

The nymph keeps her belongings in an airtight glass box with gold hinges (worth 75 gp on its own). Inside is a delicate flower made of silver adorned with gemstones worth 250 gp, three crystal vials (each worth 10 gp) holding potions of *cure serious wounds*, and three perfectly matched pearls worth 300 gp each.

Connections: This cave connects to area 82, 83, and 86.

85. DRAGON CAVERN (EL 3)

Summary: A wyrmling black dragon makes its lair in this cave. You will need the Paladin's Sword handout.

Sights and Sounds: This cave is dark and quiet other than the noise of the river to the south. It stinks with a foul, acrid odor.

Two massive stalagmites rise up from the floor of this winding, wet cave, surrounded by bones. Something small and black flits through the air. A bat? No...

Inhabitant: Voracek the black dragon lives here. Only five years old, Voracek very recently fled her slain mother's lair with a few magical treasures to make her own lair.

Voracek

Female Wyrmling Black Dragon (Chaotic Evil)

Tiny Dragon CR 3

HD 4d12+12 **hp** 39

Init +7 **Speed** 60 feet, fly 100 feet, swim 60 feet

Languages Common, Draconic

AC 19, touch 15, flat-footed 16

BAB/Grapple +4/-1

Attack +10 melee (1d4+3, bite)

Full Attack +10 melee (1d4+3, bite) and +4 melee (1d3+1, 2 claws)

SA Acid breath weapon, line 30 feet long, 2d4 damage (Save DC 15)

SQ Blindsight 60 feet, darkvision 120 feet, breathe underwater, immune to acid



Fort +7, **Ref** +7, **Will** +4

Str 16, **Dex** 16, **Con** 16, **Int** 10, **Wis** 11, **Cha** 6

Crucial Skills Escape Artist +10, Hide +15, Listen +4, Move Silently +7, Spot +4

Other Skills Knowledge (arcana) +7, Knowledge (local) +4, Knowledge (nature) +4, Search +4

Crucial Feats N/A

Other Feats Improved Initiative, Weapon Focus (bite)

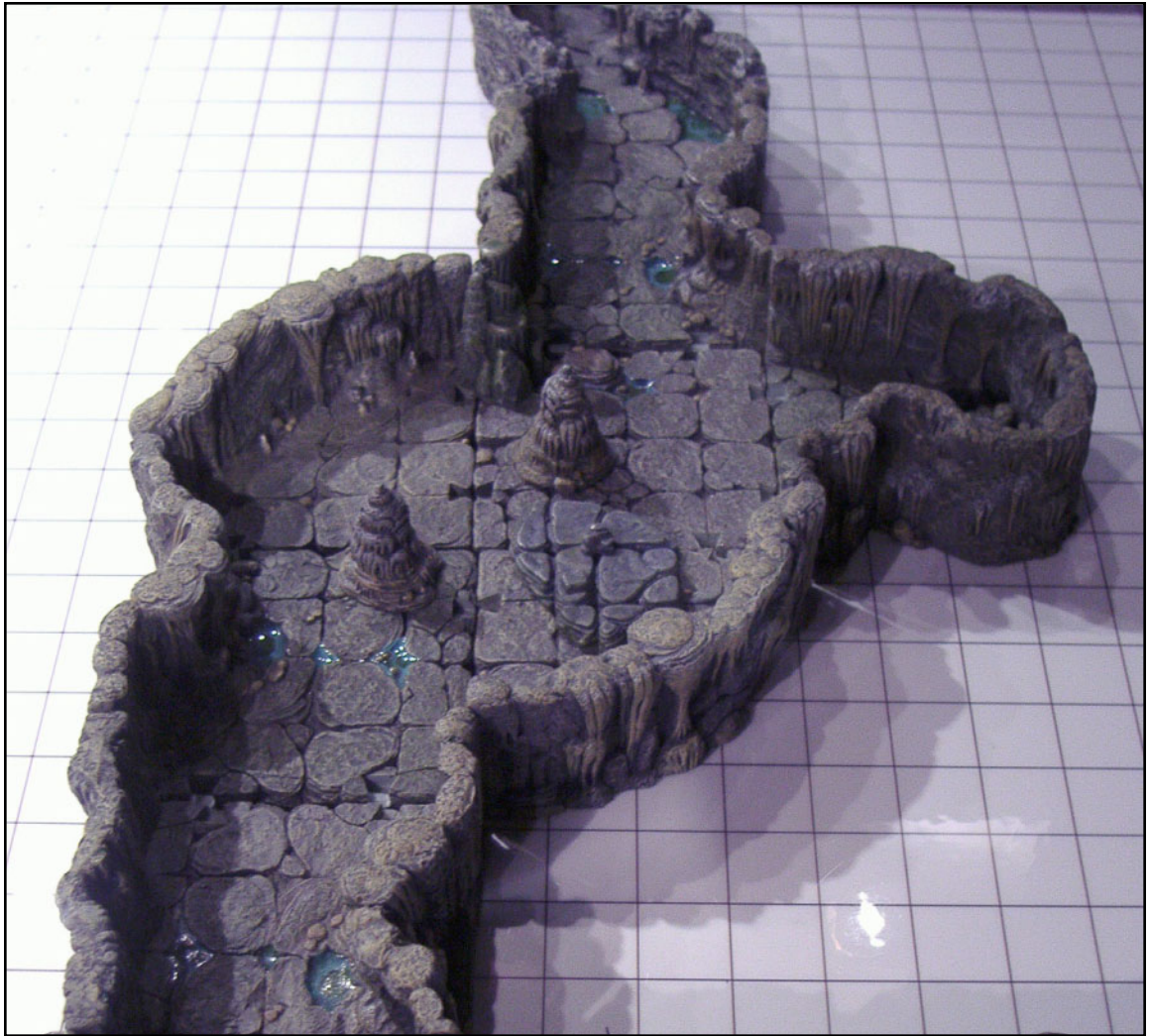
Possessions: amulet of natural armor +1, purple orb ioun stone (absorbed gloves of dexterity +2)

New Magic Item: Purple Orb Ioun Stone

This small violet sphere is an ioun stone. Possessing no inherent abilities on its own, it can absorb the properties of another magic item requiring a slot (not armor). The owner of the ioun stone can then access the powers of the item absorbed without filling that slot. This means that a character could have the power of two amulets, for example, if one was absorbed by the ioun stone. It also means that a creature that normally does not have the proper body part could get the benefit of an item made for that slot (a creature without fingers could use the powers of an absorbed ring). The powers absorbed by the ioun stone reset when a new owner gains the stone. Thus, if a purple orb is taken from its current owner and used by another, it has no power until it is allowed to absorb an item. Lost powers are lost forever. Even if a previous owner, for example, takes back the stone, it has no abilities.

The stone can only hold the abilities of a single item at a time. Any item absorbed by the stone is physically consumed and gone forever.

Moderate enchantment; CL 8th; Craft Wondrous Items, imbue with spell ability; Price 5,000 gp.



Tactics: Voracek is happy to let her opponents misjudge her power based on her size. With her high initiative and speed, she likes to make quick hit-and-run attacks with her breath weapon or bite rather than stick around to get her full attacks.

The secret sigil in area 2 would be of particular use here.

Bones: Searching through the bones around the stalagmites (Search DC 18), a character can find a pair of master-

work handaxes and a small leather pouch in poor condition. Inside the pouch lie 32 gp, and a small note. The note provides a clue to the location of a sword containing a paladin's soul on Level 5 and a now-meaningless bit about some gnolls and a statue. Give the players the Paladin's Sword handout.

Connections: This cave connects to areas 77 and 89.

86. URLASTER'S CAVE (EL 3)

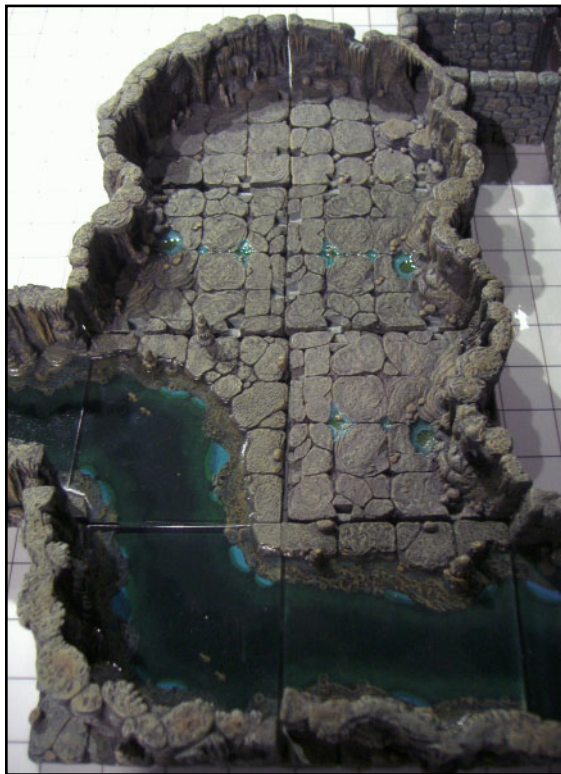
Summary: A somewhat hidden cave down the river is the entrance to the long-forgotten demesne of a sorcerer, but it is guarded by the undead spirit of his cohort.

The exit to the east is not visible to those first entering the cave.

Sights and Sounds: The cave is dark and very quiet—even normal sounds seem muffled and quieter here.

This cave lies down the river, out of sight of the rest of the cave complex. It seems very quiet and infrequently visited. Bits of wood and scraps of iron lay across the cavern floor as if there was once some furniture or other wood construction here long, long ago. The air is very cold here.

Illusion: An illusion of a cave wall covers the exit to the east. Those interacting with the wall (that is, searching it) can attempt a Will save (DC 16) to disbelieve it.



Inhabitant: The spirit of Durstam, a human fighter/rogue, haunts this cave. Assigned to guard this cave on the day he died, Durstam does not make his presence known until someone comes within 10 feet of the illusionary wall. Then, he materializes and attacks. Durstam is a cold wraith—like a normal wraith, but slightly less dangerous (CR 3, not CR5). He has the cold subtype and thus takes additional damage from fire (and fire affects his incorporeal nature as though it were force damage).

Cold Wraith: hp 32; Use wraith stats but rather than Con drain, he inflicts cold damage with no save (thus, he inflicts 1d4 damage plus 1d6 cold with his touch). Also inflicts 1d3 points of cold damage to all who are adjacent (no save).

Tactics: Once Durstam appears, he fights until destroyed, until his foes are dead, or until they have fled. He cannot leave this cave unless turned. He attacks anyone using fire attacks or wielding a torch first, and does not mind being surrounded by foes in melee as each such opponent suffers cold damage.

Wooden bits: Close examination suggests that there was once a boat here, but it was smashed with tremendous force.

Background: Durstam was the cohort of a sorcerer named Urlaster. Urlaster discovered this cave and built the rooms beyond it (areas 87 and 88). About a hundred years ago, a rival mage attacked both Durstam and Urlaster here. Durstam was slain in the sorcerous battle that ensued, finished off by a cold-based spell.

Connections: This cave connects to area 77, 79, 84 and 87.

87. URLASTER'S CHAMBERS

(EL 3)

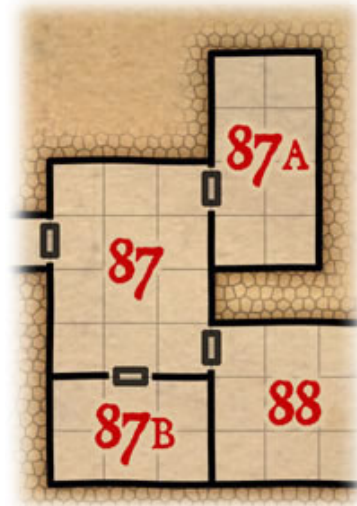
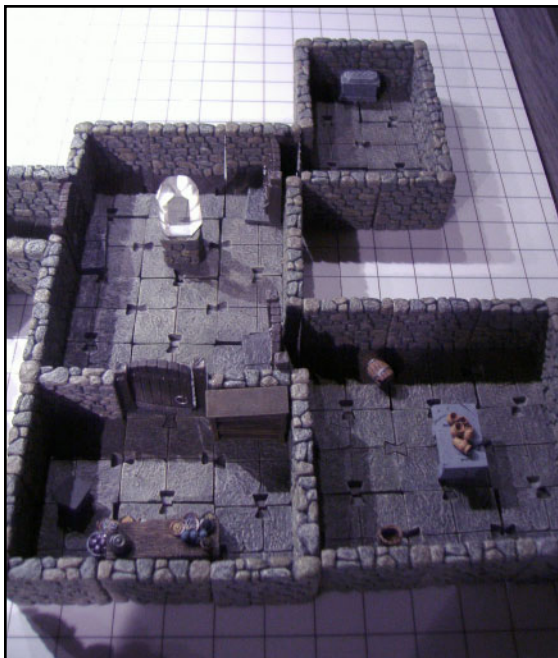
Summary: A sorcerer named Urlaster once used these rooms to stage explorations of Dragon's Delve.

The Door: The door leading into this room from the west is locked (Open Lock DC 25).

Sights and Sounds: This chamber is dark and very quiet.

The regular, masonry stone walls, floor and ceiling of this chamber stand out from the rest of this level. Plaster covers the walls although it is now stained with mold and mildew, particularly near the floor. In between the doors in the northern half of the room stands a pedestal upon which rests a massive white crystal. Further, as you look closer you see a human figure inside the crystal, encased within it entirely. The man appears perfectly preserved in a forbidding pose, his hands held in front of him as if warning intruders away.

Magical Trap: Anyone stepping into the room without saying, "Magic is in my blood" in Draconic is subject to an immediate zap of lightning from the crystal. This trap affects every potential target, but only once, ever.



Lightning zap trap: CR 3; automatic reset; 4d6 electrical damage (DC 14 Reflex save half damage); Search DC 27; Disable Device DC 27.

Crystal: The man in the crystal was a foe of Urlaster's whom he magically sealed in crystal to warn away intruders. It has no magical aura (despite the fact that the lightning blast comes from the crystal, the crystal is neither magical nor trapped—the room is).

Door to area 88: This door is locked (Open Lock DC 25).

87A: This was once a meditation room. All that currently remains is a stone shrine. Anyone succeeding at a Knowledge (religion) check (DC 12) can tell it's not a religious shrine, but simply one used to house candles and incense and aid in certain meditative practices. A few candles and sticks of incense remain, but they have no value. A crooked staff leans against the corner. This is Urlaster's *+1 frost staff*, the very one that earned him the nickname "the Lost Shepherd," however it is ensorcelled so that it does not have a magical aura until removed from this room. If used by anyone other than a sorcerer, it breaks after 1d6 uses and cannot be repaired, even magically.

87B: This was Urlaster's workroom. Various tools and devices lie on a table once used to craft magic items. A bookcase holds a number of books on various craftwork (woodcrafting, stonecrafting, etc.) but they don't have much value. An iron box sits on the floor, locked (DC 25 to open). When anyone opens the box, a magical voice speaks. The voice says:

“Durstam, this is Urlaster. These keys serve some purpose within the Prison of the Red Saint. My research indicates that the names on the keys are names of servants of Lord Saral, and were likely imprisoned by the Red Saint after their conflict. You cannot gain entrance to the prison without a special key that I have prepared. If I am not available, you can find it in my home in Brindenford.”

Inside, it holds nothing but three golden keys, each one with a name inscribed upon it: Yelaff, Tunskalan, and Jourmanali. Each key has a faint aura of abjuration. These are indeed the means to free prisoners from the Prison of the Red Saint, of use in area 109 of Level 4.

Of course, Urlaster's home is now the inn known as *the Lost Shepherd*, but the key he spoke of is still in a secret room below that establishment.

Connections: This room connects to areas 86 and 88.

88. THE LINGERING DEATH (EL 4)

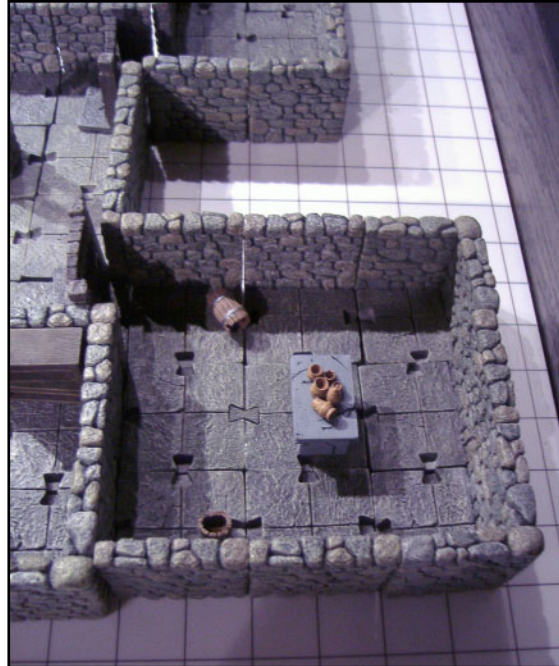
Summary: Once a storage room for the sorcerer, Urlaster, it is now home to four undead zombies with the hideous ability to spit their own viscera at foes.

The Door: The door leading into this room is locked (Open Lock DC 25).

Sights and Sounds: This room is dark. Anyone listening at the door here (Listen check DC 18) will hear a faint moaning coming from the zombies.

A terrible stench fills this old storeroom. Four decaying corpses shuffle toward you, each either moaning or making strange, hideous motions with their mouths.

Inhabitants: Before leaving, Urlaster sealed four thieves in this room to die. Die they did, but they rose up as particularly disgusting zombies with an even more terrible than normal reek and the ability to cough up and spit out bits of their own lungs, esophagus, stomach and intestines. Each spitting zombie is a CR 1 challenge.



Spitting Zombies (4): hp 20, 17, 15, and 12; Use human commoner zombie stats with the ability to make ranged touch attacks (+0) up to 10 feet away. Foes struck must succeed at a DC 15 Will save or become nauseated for 1d4 rounds.

Tactics: The zombies unleash a barrage of spittle attacks to disgust their foes and then move in for more conventional attacks on the following round.

Storage: Most of this room has been cleared out. A few empty wooden barrels sit here now, as well as a stone table with some clay jars. Two of the clay jars are sealed with wax. The first one contains a salve that smells awful and gives a minor rash to anyone applying it to their skin or even touching it. The other contains one application of *restorative ointment* (originally made by someone whose name begins with K). Both, however, have auras of faint conjuration.

Upping the Ante (EL 6): Each zombie's spittle attack also inflicts 1d8 points of acid damage and forces those struck to attempt a DC 15 Fortitude save. Failure means that the victim contracts red ache. Even those succeeding are sickened for 10 rounds. These zombies are CR 2 challenges each.

Connections: This room connects to area 87.

89. THE CAVE OVERLOOKING THE RIVER

Summary: A passage leads from this level to the surface.

Sights and Sounds: This tunnel is dark until the cave exit is reached. As PCs get close to the exit, they can hear the sounds of the river as well as common surface noises: the sound of birds singing, insects buzzing, and even the wind.



This long tunnel keeps going farther and farther. Occasionally, there are signs of previous passage—a broken arrow here, and piece of torn cloak there, or even just a footprint in a small patch of dried mud.

This tunnel extends from area 85 to a cave on the surface approximately a mile and a half away. The cave is located immediately above the Devil's Maw, about 20 feet higher than that cave. It is considerably smaller than the Devil's Maw and well-concealed by surrounding flora. Essentially, PCs that find this tunnel have a new way of getting into and out of the dungeon.

REVISIT

At a later time, as the PCs use this tunnel to get into or out of the dungeon, they come across another lone adventurer who is doing the same thing. Gintera Gunth and her dog, Markie, make their way out of the dungeon after doing some exploring. Poking around in the caves, Gintera found some magical treasure and she's very interested in selling it. She will part with her *rope of climbing*, as well as her *potions of cure moderate wounds*, *invisibility*, and *lesser restoration* for the normal book prices (3,000 gp for the rope, 300 for each of the potions). She will take non-monetary treasure in trade at full value.

Gintera has used three of her *detect magic* spells, as well as her *divine favor*, *shield of faith*, and *cat's grace* on her adventures. If needed, she will also cast those spells for 50 gp per spell level (25 gp for 0 level). Alternatively, she will throw in a spell or two to sweeten the deal if PCs will pay full price for the magic items.

She has no interest in joining with the PCs, and intends on returning to her homeland in the south, her time as an

adventurer done. She's not good with directions, and so any advice she has about what lies in the dungeon is a muddled description of fish-people, weird traps, and winding tunnels. She got around in the dungeon mainly by stealth rather than fighting. The DM can use her to foreshadow some encounters but not to provide concrete information. (Alternatively, if she's needed, she could join the PCs as a NPC companion or even as a temporary replacement PC.) However, if she is asked about getting to Level 4, she will suggest that the PCs investigate Terregaunt's Tower. She has heard that the Red Saint, who created Level 4, stayed in the tower for a time.

Obviously, if Gintera is attacked or wronged, she will defend herself to her full ability with the help of Markie.

Gintera Gunth

Female Gnome (Chaotic Good)

Cleric 5 **CR** 5

HD 5d8+5 **hp** 36

Init +1 **Speed** 20 feet

Languages Common, Gnome

AC 19, touch 13, flat-footed 17

BAB/Grapple +3/-1

Attack +5 melee (1d6+1, mace)

SQ Low-light vision

Fort +5, **Ref** +3, **Will** +7

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

Crucial Skills Concentration +9, Heal +6, Listen +7,

Spot +5

Other Skills Knowledge (religion) +3

Crucial Feats Dodge

Other Feats Alertness

Spells: 5/4+1/3+1/1+1, +4 melee touch, +6 ranged touch

3rd—*protection from energy*, *nondetection*

2nd—*cat's grace*, *invisibility*, *lesser restoration*, *silence*

(DC 15)

1st—*bles*, *comprehend languages*, *divine favor*, *sanctuary*

(DC 14), *shield of faith*

0—*detect magic* (4), *resistance*

Possessions: +1 breastplate, +1 heavy mace, rope of climbing, potions of cure moderate wounds, invisibility, and lesser restoration, 34 cp

Markie, Riding Dog: hp 14

Connections: This tunnel connects to area 85 (and the surface).

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VERSION 1.0A

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