

DUNGEON A DAY

DRAGON'S DELVE LEVEL 10: LABYRINTH OF THE WYRM

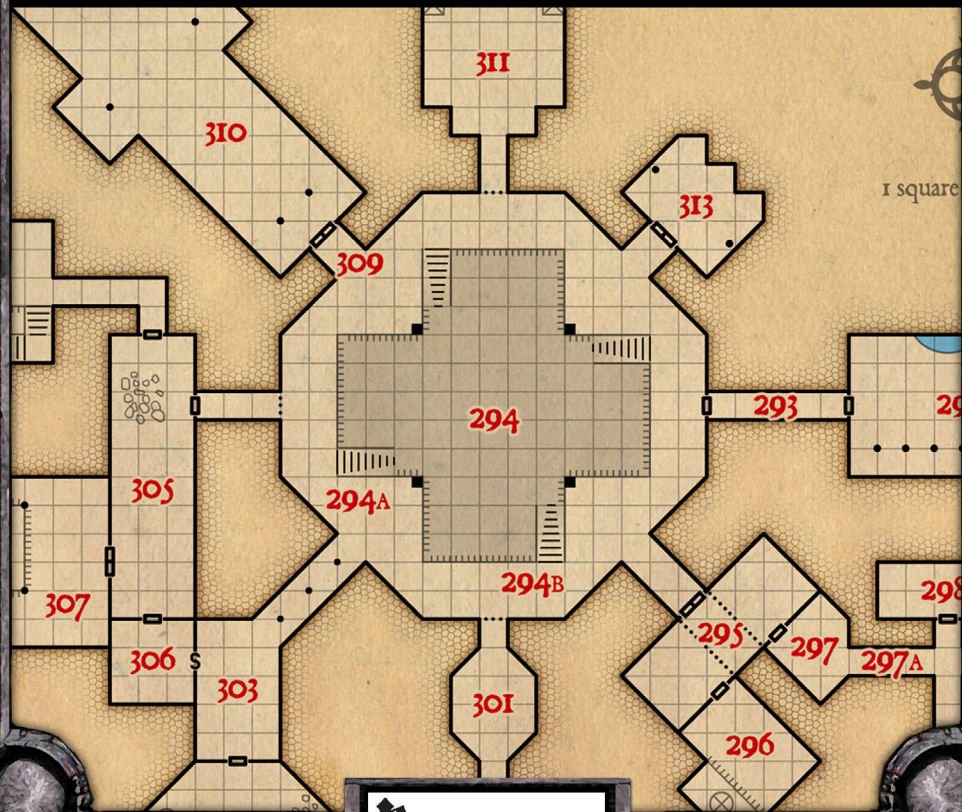
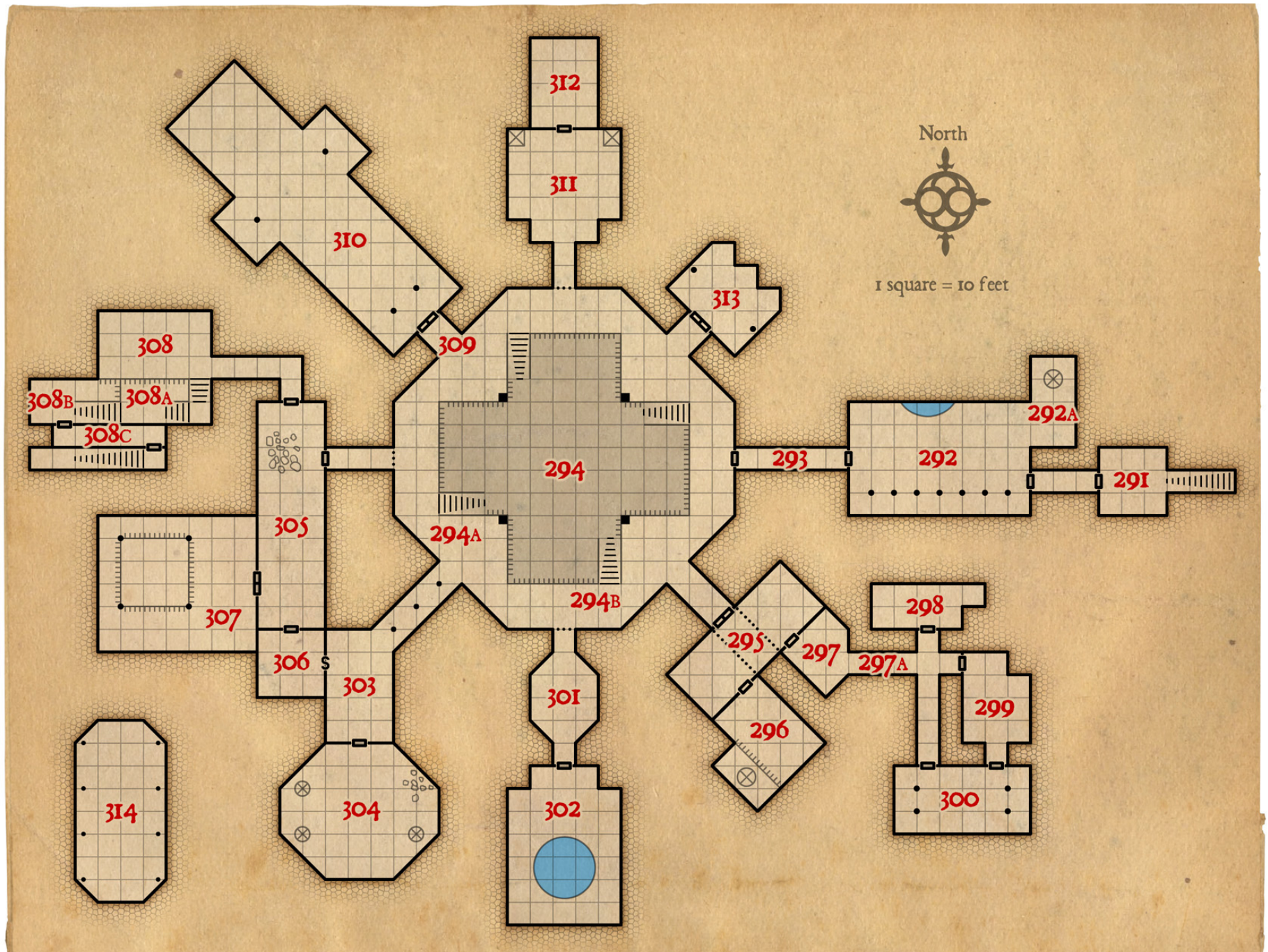


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DRAGON'S DELVE

LEVEL 10: LABYRINTH OF THE WYRM



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Essentially all of Level 10 is the lair of a dragon named Bargelos. A descendant of Metterak, Bargelos came to Dragon's Delve to follow in the Dragon Prince's footsteps and reclaim his legacy. He never made it deeper than Level 10, however. There, he faced the sorcerer, Theophrastus. The two battled to a standstill, the sorcerer inflicting a few grievous, lasting wounds on the dragon. However, Theophrastus knew that he would never beat the dragon, and thought of a way to possibly outlive him. So Theophrastus sealed himself in a magical gem on Level 8 so that he could sleep for 1000 years. That was 480 years ago. Bargelos, although much older and more powerful now, still has an unnatural fear of the sorcerer. In fact, the dragon has only become more and more paranoid and fearful. Although he possesses the means to break the sorcerer's prison, he fears to use it himself.

Bargelos has forced a creature called Erralak to watch over the upper levels of the dungeon and monitor potential threats coming for the dragon. It was Bargelos that initially created what is now known as Erralak's shaft.

The dragon has gathered a number of interesting treasures, and so much of the level includes the well-guarded areas meant to store them.

Unless the text states otherwise, the level's floors, walls, and ceilings are made of masonry stone, covered in plaster which is cracked in places. Ceilings are 20 feet high. Unless otherwise described, the doors on this level are unlocked and made of four-inch-thick stone with a hardness 8, and 60 hit points. Those that are locked have a Break DC of 28.

There are 24 encounters on Level 10.



LEVEL 10 RANDOM ENCOUNTERS

Use this chart for determining random encounters for Level 10 of Dragon's Delve. Check once per hour or major portion of an hour in the dungeon. For example, if the PCs rest for half an hour, make a check then as well.

Die Roll	Result
01-85	No encounter
86-90	1d2+1 Invisible stalkers
91-92	1d8+2 Trolls
93-94	1d3+1 Greater shadows
95-96	Guardian naga
97-98	1d3 Fire giants
99	1d4+2 Spectres
00	Lammasu

Most of these creatures are simply passing through this level. Only the invisible stalkers and the guardian naga are residents, tasked with destroying intruders. These guardians typically have no treasure, but the others have 1d6 x 10 gp per HD. It's worth noting that the lammasu will not be hostile toward good PCs, and may actually grant them aid.

291. CRAZED MAGE (EL II)

Summary: A paranoid wizard hides here.

Stairs: The stairs down into this room bear a *symbol of sleep* placed upon them by Ilesthem. If the PCs make a lot of noise and/or trigger the symbol, the wizard casts *wall of fire* at the bottom of the steps if he has time.

Symbol of Sleep: CR 6; spell effect (*symbol of sleep*) (DC 19 Will save resists); Search DC 30; Disable Device DC 30

Sights and Sounds: This room is dimly lit by a single torch. Those making a Listen check (DC 20) can hear the wizard moving around slightly.

The plaster covered walls of this chamber bear brass sconces in the shape of leaping dragons. One bears a single, lit torch. A colorful mosaic decorates the center of the blue-tiled floor. A bedroll lies on the tile along the north wall, with a variety of items--a backpack, a large book, a few water flasks, and some food--arranged around it. The walls are scrawled with a great deal of recent graffiti.

Inhabitant: The wizard, Ilesthem, hides here invisibly. Ilesthem has given up his ability to summon a familiar to gain an additional +1 bonus to his evocation spell DCs. He also has permanent arcane sight.



Ilesthem CR11

Male Half-Elf Wizard 11 (Chaotic Neutral)

Init +3 **Speed** 30 ft

HD 11d4+11 **hp** 47 (60 with false life)

AC 18, touch 13, flat-footed 15

Languages Common, Elven, Giant, Halfling, Goblin

BAB/Grapple +5/+4

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

SQ low-light vision, immunity to sleep, half-elf traits and low-light vision

Fort +8 **Ref** +8 **Will** +8

Str 9, **Dex** 17, **Con** 13, **Int** 18, **Wis** 8, **Cha** 12

Crucial Feats Dodge, Empower Spell, Silent Spell, Spell Focus (Evocation)

Other Feats Alertness, Brew Potion, Great Fortitude, Scribe Scroll

Crucial Skills Concentration +9, Listen +4, Spot +6

Other Skills Diplomacy +6, Gather Information +7, Knowledge (Arcana) +15, Search +9, Spellcraft +19

Spells (CL 11, +4 melee touch, +8 ranged touch)

6th--*big forceful hand*

5th--*summon monster V, symbol of sleep* (already cast)

4th--*stoneskin, wall of fire, warding globes* (DC 20)

3rd--*deep slumber* (2) (DC 17), *fireball* (DC 19), *protection from energy*

2nd--*false life* (already cast), *ghoul touch* (DC

16), *icebolt, invisibility* (already cast once) (2)

1st--*jump, magic missile* (2), *ray of enfeeblement, shield*

0--*dancing lights, ghost sound* (DC 14), *light, mage hand*

Possessions masterwork dagger, +4 bracers of armor, +1 amulet of natural armor, +2 gauntlets of Dexterity, +2 cloak of resistance, potion of displacement, potion of aid, scroll of warding globes, scroll of empowered fireball (2), and *wall of fire, scroll of summon monster VI, scroll of break enchantment* and *water breathing*, 7 gp, spell components.

Tactics: As mentioned above, if Ilesthem knows the PCs are coming, he casts *wall of fire* at the bottom of the stairs in the hopes that it wards them away or at least buys him time. Then he casts *warding globes* (+5 to AC for a total of AC 23), and then, if there's time, *stoneskin, protection from energy (fire)*, and *shield* (+4 to AC for a total of AC 27). However, his real goal is to cast *summon monster V* before the PCs get to him to summon a large fiendish monstrous scorpion to hold them off while he casts more spells. If he managed to protect himself from fire, he'll use his scrolls to cast empowered *fireballs* and his *wall of fire* freely in the relatively small room. Otherwise, he uses other spells like *big forceful hand* to defend himself.

If none of this is working, or if he's clearly in danger, he flees to the west. The two doors between this room and area 292 are sealed with his arcane locks (cast last week), so he can move through them freely, but others cannot.

Dealing With Ilesthem: Ilesthem is terrified of both the dragon, Bargelos, and his servant, Errelak. So much so, in fact, that he has become horribly paranoid. Rather than face any more of Dragon's Delve's inhabitants, he has holed up here. He's been here a week and will soon be out of food. Ilesthem attacks anything that comes near. If anyone attempts to speak with him, he just says something incoherent about how they're here to kill him. If PCs attempt to use Diplomacy or magical compulsion, the best they can get out of him are frantic warnings: "Don't awaken the dragon!" "The creature in the shaft lies beyond!" He provides no explanations.

Even if the PCs manage to befriend or charm Ilesthem, eventually he will return to his paranoid state and betray them.

Ilesthem's Gear: Among the stuff the wizard has gathered around his bedroll, beyond some scrollmaking supplies, the only things of value are the *everburning torch* in the scone and his spellbook, which contain the following spells:

0--*acid splash, arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, message, open/close, prestidigitation, ray of frost, read magic, resistance, touch of fatigue*

1st--*color spray, disguise self, erase, hold portal, hypnotism, identify, jump, magic missile, magic weapon, protection from evil, protection from good, ray of enfeeblement, shield, silent image*

2nd--*arcane lock, blur, continual flame, false life, flaming sphere, ghoul touch, icebolt, invisibility, magic mouth, touch of idiocy*



3rd--*arcane sight, deep slumber, explosive runes, fireball, major image, protection from energy, water breathing*

4th--*black tentacles, illusory wall, stonewall, wall of fire, warding globes*

5th--*break enchantment, permanency, summon monster V, symbol of sleep*

6th-- *big forceful hand, geas/quest*

Graffiti: Ilesthem has written a screech of paranoid ramblings on the walls here. Most are meaningless fears, such as "everything here wants to eat me." A few more meaningful ones include, "Don't awaken the dragon!" "Beware the thing from the glass tube!" and "The invisible guardians serve the dragon."

Western Door: The door, and the one beyond it leading into area 292 are sealed with arcane lock spells.

Background: Ilesthem is a wizard from a far off land, so his clothing, speech, and general appearance should seem strange to the PCs. He teleported to Dragon's Delve and isn't even precisely sure where it is, geographically. Some of his former party members' bodies can be found in Level 10. At least one other member, Tobial, survived and escaped (See The Liar).

Connections: This area connects to area 276 (on Level 9) and area 292. See the map of Level 10.

New Spells Warding Globes

Evocation [Force]

Level: Wiz/Sor 4

Components: V, S, M

Casting Time: One action

Range: Personal

Effect: One 2-inch globe/two levels (maximum six)

Duration: One minute per level or until discharged

Saving Throw: Reflex half

Spell Resistance: Yes

You create a number of small globes of force energy that float around your body within 5 feet of you. (The ignorant might mistake them for ioun stones.) These globes

hover protectively around you, granting a +1 deflection bonus to your Armor Class per globe (so a caster with three globes enjoys a +3 bonus to Armor Class). Further, whenever a foe attempts to make an attack of opportunity against you, a globe intercepts the attack (foiling it) and deals 2d6 points of force damage to the attacker (Reflex save for half). This action discharges and destroys the globe. If the attacker makes the assault with a reach weapon (not a natural weapon with reach), the globe still foils the attack but inflicts no damage: The foe was out of its range. This action also discharges and destroys the globe.

The spell distinguishes attacks of opportunity based on your actions: Whenever you let your guard down—described in game terms as “provoking an attack of opportunity”—the globes are there to protect you. Attackers cannot specifically target the globes—they unerringly dodge such attacks. Each time a creature with spell resistance makes an attack of opportunity against a caster with warding globes, the caster must make an SR check. Failure means the creature can make the attack of opportunity as normal that round.

Material Component: A small glass sphere worth 10 gp for each globe to be created

Icebolt

Evocation [Cold]

Level: Drd 2, Sor/Wiz 2

Components: V, S

Casting Time: One action

Range: Medium (100 feet + 10 feet/level)

Target: One creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

A bolt of razor-sharp ice launches from the palm of your hand at a single target. You must make a normal ranged attack roll; if you succeed, the bolt inflicts 2d6 points of piercing damage and 1d6 points + 1 point per level (maximum +10) of cold damage. If the attack roll misses, calculate whether it would have hit as a ranged touch attack. If so, then the bolt strikes and inflicts only the cold damage. If the ranged touch attack misses, there is no effect.

292. ANTECHAMBER (EL 5)

Summary: A magical pool and a magical statue offer possible boons to the PCs.

Eastern Door: The door, and the one beyond it leading into area 291 are sealed with arcane lock spells.

Sights and Sounds: This chamber is illuminated but quiet other than the soft splashing of the fountain.

Black and white tiles, each three feet to a side, cover the floor of this large chamber. Seven beautiful, white caryatid columns stand along the south wall while a fountain is built into the north wall, carved with frolicking stone fish all around it. Leather streamers dyed different

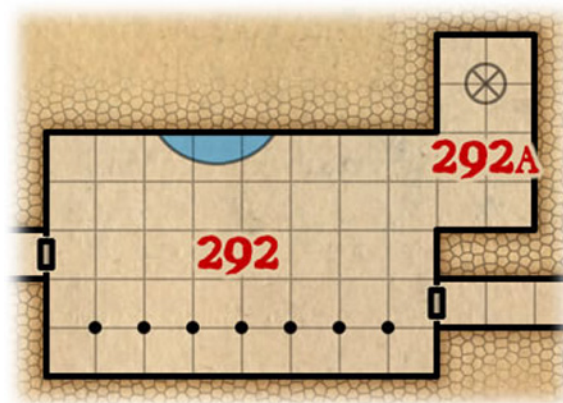
colors drape from the top of one column to the next in pleasing patterns.

Pillars: Each of these marble pillars is in the shape a beautiful elven woman of great size, stretching from floor to ceiling. In the navel of each is an oval ceramic plate (about the size of an egg) with a rune upon it. A Decipher Script check (DC 20) reveals that each is a number from 1 to 7. Each of these plates can be removed. The streamers have no special property.

Fountain: This pool’s waters are magical and confer boons or banes upon those that drink. The effects depend on the alignment of the drinker. If the drinker is lawful, they gain the effects of a *heroism* spell for one hour. If the drinker is chaotic, they are sickened for 1 hour (no save). If the drinker is neither

lawful nor chaotic, they are stunned for one round (no save). The pool has a moderate aura of enchantment.

292A: This small side chamber holds a large granite statue of a dragon. The dragon has a small oval depression on



its neck just the same size as the plates in the pillars (Search DC 16 check to find this). The statue has a moderate aura of conjuration. If one of the plates from the pillars is placed into this notch, one of two things happens. If the number matches the number of intelligent creatures in the area (all of 292

and 292A), the dragon breathes out a fine mist and each of those creatures is healed as if by a *heal* spell. This functions but once each day.

If the number does not correspond, random arcs of lighting strike out from the statue's open mouth to 1d6 of the creatures in the room. These bolts inflict 8d6 points of electrical damage (Reflex save DC 19 for half damage). These arcs fire once every other round until the incorrect tile is removed. Note that even if the correct tile is placed in the statue, if the number of people in the chamber changes (someone enters or exits), it will begin to blast lighting.

Development: If Ilesthem flees here, he avoids the fountain but uses the statue. He is very afraid of going any farther west from here, and won't even go into that half of this chamber if he can avoid it. Here he may summon a monster or cast more defensive spells to protect himself if possible.

Connections: This area connects to area 291 and area 293. See the map of Level 10.



293. THE RIVULETS OF GOLD (EL 8)

Summary: A pair of channels run the length of this hallway with what appears to be liquid gold. But all that glitters...

Sights and Sounds: This hallway is dark and quiet.

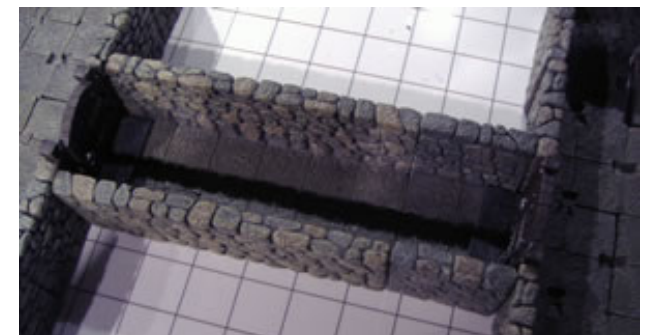


The walls of this 12-foot wide corridor are painted with images of flying dragons and below them, writhing serpents. Each side of the hall has a raised section about a foot wide and equally high. Ten inch channels run down these, with what appears to be molten gold flowing through them. The liquid metal pours out of stone dragons' mouths on the western end, and disappears into small holes in the eastern end of the corridor. Strangely, however, the molten gold does not appear to be hot.

The Channels: The "molten gold" in the channels has a moderate aura of conjuration. Objects dropped into the gold become coated in hardened gold, adding 1-100 gp value to them, depending on their size. However, if someone touches the liquid, or touches an object dropped or dipped into the liquid, the room-temperature liquid immediately runs up the character's entire body, coating them,

unless they can succeed at a Reflex save (DC 18). The gold immediately hardens and the coated character is effectively petrified. A *break enchantment* or *stone to flesh* spell alleviates the condition, as will a *dispel magic* (opposing a CL 10).

If the character succeeds in the initial Reflex saving throw, the liquid gold instead splashes out of the channel in surprising quantity, animates, and attacks. Treat this creature in all ways as a large water elemental except that every time it strikes, the foe must make a Reflex save (DC 18) or be coated in gold, as described earlier. Even those succeeding at that save have some hardened gold on them, and are effectively slowed. As long as it is within this hall, the creature gains a +1 bonus on attack and damage rolls, and unlike a water elemental, it does not suffer a penalty if it or its foes is touching the ground. The "molten gold elemental" is a CR 8 challenge. If slain, the gold that comprised its body as well as that which coats slowed characters clatters to the ground in various pieces. (The slowed creatures are no longer slowed. If the creature is not slain, the same methods used to deal with those completely coated



will also alleviate the slow effect.) There are 1d100 such pieces, each worth about 50 gp.

Liquid Gold Creature (large water elemental): hp 90

Touching the liquid gold in the channels multiple times triggers the effect each time.

Connections: This area connects to area 292 and area 294.

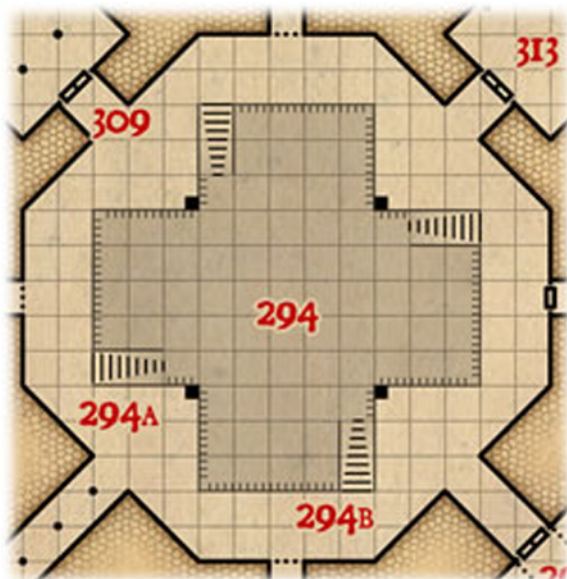
See the map of Level 10.

294. ERRALAK'S LAIR (EL 14)

Summary: At long last, the PCs face Erralak, the ocular tyrant, eye-to-eye.

Sights and Sounds: This chamber is dimly lit, and quiet.

The vast chamber before you appears to be lit by faint faerie fire-style globes floating throughout the room. The room is a massive octagon, with



an exit in the middle of each of the eight walls. Two of these egresses are open, three are doors or double doors, and three are blocked by portcullises. In the center of the room, a pit more than 100 feet across is connected to the main level around it by four staircases. Directly above it, in the center of the 60 foot high ceiling, is a 20 foot wide shaft extending up into darkness. Four pillars of granite and marble stand in the room, with carved images of reptilian eyes.

The Pit: The large pit in the middle of the room is 15 feet deep.

The Shaft: The shaft in the ceiling goes up more than 1000 feet to Level 1, however, it offers no possibility of exit. The sides of the shaft, even when they intersect a level, are impervious to physical harm and magical effects.

Inhabitant: This is the lair of the ocular tyrant, Erralak, whom the PCs have seen many times before on higher levels, observing them from his shaft. Compelled to guard this area as well as spy on the events of other levels, Erralak attacks immediately and fights to the death. However, he will not leave this room except to go up the shaft.

Erralak might not be aware of the PCs when they first enter, unless they are particularly loud, in which case, he comes down out of his shaft in 1d10+1 rounds and attacks. Characters that don't dawdle in this chamber might be able to cross it without encountering Erralak. In fact, some quick, stealthy, and smart parties may be able to



delay a serious confrontation with the ocular tyrant until after they've explored much of this level. Eventually, however, Erralak will wait in ambush for them.

Erralak, Ocular Tyrant: hp 93

Tactics: Although he has some formidable melee attacks, Erralak is content to use the size and height of the chamber to his advantage, launching his four devastating rays every round. If a powerful spellcaster or magical creature makes himself known, the ocular tyrant moves within 160 feet and, after firing his eye rays opens his central eye to shut the caster down. Then, on Erralak's next turn, he closes the central eye and blasts. Next turn, he blasts and opens the eye. This basically makes it possible for the caster in the area to only cast spells every other round.

The Portcullises: These two exits are barred by portcullises, each of which can be raised

only by levers in area 306. They have a hardness of 10 and 60 hit points. A Strength check of 25 will raise one momentarily or will bend the bars enough for a medium creature to slip through.

294A: At this point in the chamber lies the corpse of an adventurer, rotting for two weeks. This was Nerendal, a female human fighter/wizard, killed by Erralak. She wears a masterwork chain shirt, and a backpack with the following useful items in addition to mundane possessions: a *potion of cure serious wounds*, a *scroll of fly*, a *scroll of true strike*, 2 flasks of alchemist's fire, and a coin purse with 113 gp, 8 sp, and 14 cp. She also has 100 feet of rope, a masterwork longbow, and a quiver with 10 +1 *arrows of distance* and 6 +3 *flaming arrows*. A glowing +1 *spell storing bastard sword* lies near her corpse.

If searched carefully (Search DC 26), PCs can find that she carries an unmarked map that shows Level 9 in its entirety (including the dojo, but not including area 282).

294B: PCs in this area will notice a dead cat (this was Nerendal's familiar), three empty glass vials (they had potions in them), and a dropped masterwork crossbow. These are leftovers from a battle here about two weeks ago.

Connections: This area connects to areas 293, 295, 301, 303, 305, 309, 311, and 313.

See the map of Level 10.



295. BEHIND BARS (EL 8)

Summary: Iron bars block the PCs from passing through this area.

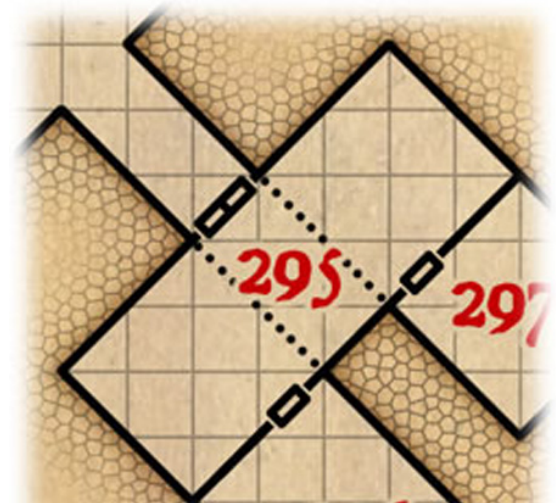
Sights and Sounds: This room is dark and quiet.

A wide chamber stands before you, but you have access only to a narrow portion of the center, for your path is blocked on either side by rows of closely-placed iron bars. Each bar bears plates of copper, upon which arcane sigils glare menacingly. On either side of the room, beyond each set of bars, lies a study oaken door with inlaid copper plates, also bearing elaborate runes as well as images of dragons.

Iron Bars: PCs entering from the northwest can only easily access a narrow "corridor" of sorts in the middle of the room, flanked by sturdy iron bars that rise from floor to ceiling. These bars can be lowered down into the floor by a lever in area 306.

Every time someone attempts to damage the bars physically (bending them, etc.), a different ward is triggered:

1. Character touching the bars gets an electrical shock (6d6 damage, Reflex save DC 20 for half damage).
2. Character touching the bars summons a hostile manticore on the opposite side of the bars which immediately attacks from range. Remains for 10 rounds or until killed.
3. Character touching the bars is affected by *hold person* for 10 rounds (no secondary save each round) (Will save DC 20 to resist).
4. All of the bars grow super hot at once, inflicting 6d6 fire damage on anyone touching them and 3d6 points of damage to anyone within 10 feet (Reflex save DC 20 for half damage).
5. Poison gas fills the entire room (Fort save DC 20, 1d3 Strength/1d3 Strength damage). Gas remains for 3d6 rounds, and anyone in it must make a new save each round.



6. Character touching the bars is *teleported* to the middle of the pit in area 294 (Will save DC 20 to resist).

These wards cannot be affected by someone using Disable Device (but attempting to do so will trigger them). They cannot even truly be dispelled, although a *dispel magic* can potentially suppress them for 1d4 rounds (CL 12). If multiple characters touch the bars at once, they can trigger multiple effects. Touching the bars also alerts the invisible stalkers in area 298.

Doors: Neither door is locked, but both are magically trapped so that when opened, the image of a huge red dragon's head pokes out, and breathes fire with a mighty roar. The dragon's head then retracts and disappears.

Dragon Breath's Trap: CR 7; magical; resets after 10 minutes; 60 foot cone of fire

8d6 points of fire damage (DC 18 Reflex save for half damage) plus 4d6 points of sonic damage (DC 18 Reflex save for half damage) plus deafness for 1d10 minutes (DC 18 Fortitude save negates); Search DC 30; Disable Device DC 30.

Treasure: In addition to the runic plates, each door bears three large blue moonstones (100 gp each), but they cannot be removed until the trap is either disabled or triggered.

Development: If the bars are touched, the invisible stalkers from area 298 come here in 1d4+2 rounds. PCs likely notice the door from area 297 open. The stalkers can reach through the bars to make their attacks without issue, no matter where a foe might be in the central area defined by the bars.

Connections: This area connects to areas 294, 296, and 297.

See the map of Level 10.



296. SHRINE TO DRAGONKIND

Summary: Characters may find another of the twelve secret sigils here. You will need the Birshwar Illustration handout (see Appendix C).

Sights and Sounds: This room is dark and quiet.

The plaster walls bear frescoes of draconic figures of different configurations, some humanoid and others more traditionally dragon-like. These are surrounded by large



painted letters made of entwined serpents. A stone ceiling boss hangs 40 feet above the room's center bearing four draconic heads, while directly below it you see a circle of multicolored glass, about five feet across.

In the southwest corner, a dragon the size of a large horse stares down at you from a ledge about twenty feet up.

Words: In Draconic, the letters read: "All Glory and Power to the Prince, who sleeps far below. And to his descendant Bargelos the Great, different now in form but not in nature."

Reminder: PCs that visited area 141 may recognize a very motif here as there (Intelligence check DC 10 if the player does not remember).

Glass Circle Inlay: As soon as the PCs enter, the circle glows softly and gives off comforting warmth. Pie-shaped wedges of

the circle are each a different color, some with a metallic hue: red, blue, green, white, black, gold, silver, copper, brass, and bronze. As they watch, the red turns to gold and then back again. These, of course, represent the colors of the various types of true dragons, and the glass plate that changes represents Bargelos' transformation (see area 310 for more information).

If anyone touches the glass, the image of Birshwar the half-dragon appears. Show the players the Birshwar Illustration handout. Birshwar appears to be a glowing, green reptilian figure with long robes of red, blue, and green. He holds a staff with a clenched, scaly fist at the top. He speaks. "I am Birshwar of the Court of the Coil. I have come from the Crimson Fen to Dragon's Delve to seek the glory of Metterak, Prince of Dragons, and my expedition has not been for naught. Indeed, I have found that the Prince's essence imbues every rock and every stone in this hallowed place. So great is his majesty that in places the earth cannot fully contain it, and his power manifests in the form of a gift of lore and truth: the twelve secret sigils. Once I learned of their existence, I sought to find each and build a shrine to honor the Prince and his magnificence. As of this moment, I have found three.

"Meanwhile, I have discovered none other than a holy scion of Metterak, named Bargelos, who sleeps not far from this shrine. His power is great, and his presence is felt on most of the upper levels of this complex, despite a strange affliction whose source and nature I cannot understand.

True to his nature and legacy, Bargelos has gathered many great treasures, including the diamond lance, the scepter of Ghaal, and even a portion of the legendary magic carpet of the Djinni Lord, Tral-Ferrer. These are each well-warded according to their due. All glory to the prince, and to all of his blood."

The image then disappears. If touched again, the image replays. The circle has a faint aura of illusion.

A Knowledge (arcana) check (DC 20) identifies the items as infamous and singular artifacts in their own right. A much harder check (DC 27) allows a character to recognize that the Court of the Coil is a secretive group of those with dragon blood or otherwise reptilian nature that work toward the glory of their own kind (and to the detriment of warm-blooded creatures).

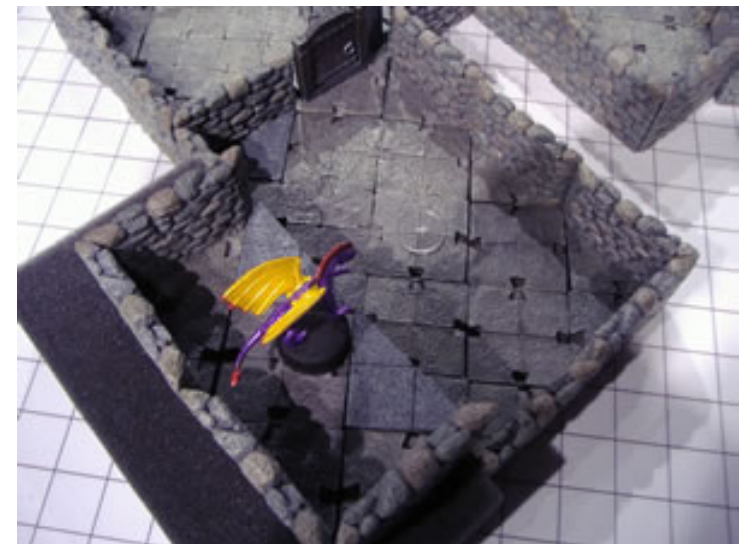
Statue: The dragon is actually an elaborately painted granite statue is on a ledge 20 feet above the floor. It is a red dragon, and the still-beautiful paint job uses heavy use of yellows and golds as well as crimson red.

On a peculiar flat spot on the back of the dragon's head--a very difficult place to reach without climbing onto the statue itself--PCs find 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 twelve secret sigils.

This sigil, the fourth of twelve, conveys power to a shield of any size or type if it is etched onto its surface. It allows the wielder to, as a free action, grant himself 20 points of resistance to one energy type (chosen when the sigil is etched) for one hour. Etching the shield requires a Craft (armorsmith) check (DC 15) and one hour. Once used, it disappears, but it can be re-etched, although no shield can have it etched more than once and no wielder can have more than one shield with the sigil upon it at a time.

Background: Birshwar is a half-dragon belonging to a society of half-dragons and similar intelligent reptilian creatures called the Court of the Coil. He built this shrine (and the one like it in area 141 and another still deeper in the dungeon) about 20 years ago. He can still be found searching the dungeon for more sigils.

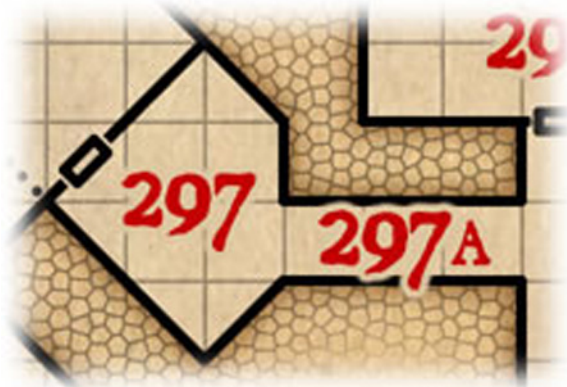
Connections: This area connects to area 295. See the map of Level 10.



297. JUST YOUR BASIC TRAPS (EL 9)

Summary: A series of traps prevents intruders from progressing further.

Sights and Sounds: This room is dark and quiet.



This room is oddly shaped, with a wooden door in the northwest and an open archway with a corridor beyond headed east. A dented iron helm lies in the corner, stained with blood.

Traps: There are two traps in this room that trigger as soon as more than 600 pounds of weight presses down on the floor. The traps involve spiked blocks dropping from the ceiling while poisoned blades slice up from hidden recesses in the floor. The middle 20 foot by 20 foot area is the target area, making the north, west, and south corners of the room safe.

Dropped Spiked Blocks Trap: CR 6; mechanical; location trigger; automatic reset; hidden lock bypass (Search DC 25, Open Lock DC 30); Attack +20 melee (6d6, spikes); multiple targets (all targets in a 20

foot by 20 foot area); Search DC 24; Disable Device DC 20.

Whirling Floor Blades Trap: CR 6; mechanical; location trigger; automatic reset; hidden lock bypass (Search DC 25, Open Lock DC 30); Attack +10 melee (1d4+4/19-20 plus purple worm poison, DC 24 Fortitude save resists, 1d6 Str/2d6 Str); multiple targets (all targets in a 20 foot by 20 foot area); Search DC 20; Disable Device DC 20.

Helmet: A leftover from a former intruder, this helm has no value.

297A: There is a pressure plate here that, when stepped upon, releases a volley of arrows from the ceiling throughout the 30 foot length of this section of corridor (between the room on the west and the intersection in the east).

Volley of Arrows Trap: CR 6; mechanical; location trigger; repair reset; Attack +20 ranged (1d8, arrow); multiple targets (1d6 arrows per target in a 10 foot by 30 foot area); Search DC 26; Disable Device DC 20

Connections: This area connects to areas 295, 298, 299, and 300. See the map of Level 10.

298. INVISIBLE STALKERS (EL 11)

Summary: Two particularly large invisible stalkers stand eternally vigilant here.

Sights and Sounds: This room is dark. PCs listening at the door (DC 25) can hear a strange, eerie whistling sound coming from the room if the invisible stalkers are present.

The bare stone walls of this long chamber are carved in strange patterns and shapes without sharp angles or edges. A pair of ornate, unlit lanterns hangs on brass chains from the ceiling, swaying in a mysterious breeze that blows through the room. The floor is covered in white and blue ceramic tile, each bearing its own unique, cloud-like design.

Breeze: A light, cool breeze blows through this room, frequently changing direction. It seems to come from nowhere. This entire room has a moderate aura of conjuration magic.

Inhabitants: Two particularly large invisible stalkers dwell in this chamber, summoned to be guardians for Bargelos. They attack anyone that comes into this chamber if they haven't already moved out to intercept intruders earlier.





Advanced Invisible Stalkers (Neutral)

Huge Elemental (Air, Extraplanar) CR 9

Initiative +8 **Spd** 30 ft, fly 30 ft (perfect)

HD 16d8+64 **hp** 136

AC 19, touch 12, flat-footed 15

BAB/Grapple +12/+28

Attack +19 melee (3d6+8, slam)

Full Attack +19 (3d6+8, 2 slams)

SQ Darkvision 60 ft., elemental traits, improved tracking, natural invisibility

Fort +9, **Reflex** +14, **Will** +7

Str 26, **Dex** 19, **Con** 18, **Int** 14, **Wis** 15, **Cha** 11

Crucial Skills Listen +21, Move Silently +23, Spot +21,

Other Skills Search +21, Survival +2

Crucial Feats Combat Reflexes, Dodge, Mobility

Other Feats Improved Initiative, Track, Weapon Focus (slam)

Natural Invisibility (Su): Unaffected by invisibility purge. Can be seen as vague outline by see invisibility or true seeing.

Improved Tracking (Ex): Use Spot instead of Survival for following tracks.

Lanterns: The lanterns are brass with carefully etched glass, and each is worth 75 gp.

Development: If the bars in area 295 are touched, the invisible stalkers come here in 1d4+2 rounds.

REVISIT (EL 9)

The next time the PCs come to this room, a pair of normal invisible stalkers has arrived with the same outlook and duties of those that lived here before.

Invisible Stalkers (2): hp 66, 51

Connections: This area connects to areas 297, 299, and 300.

See the map of Level 10.



299. SMALL TOMB

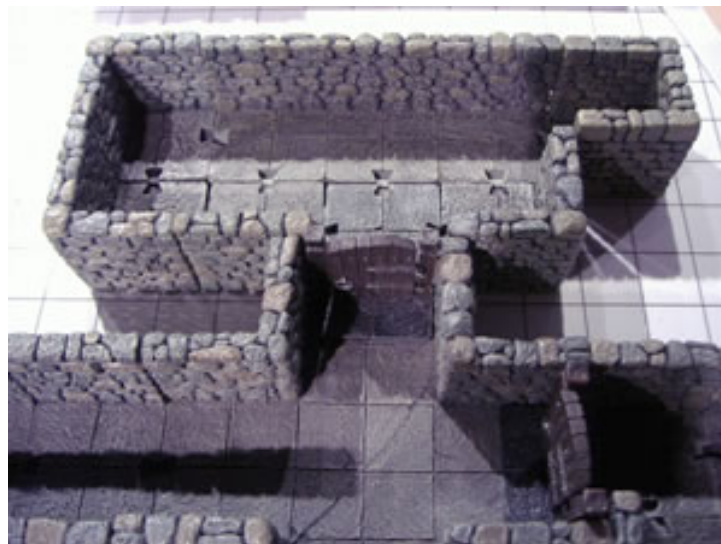
Summary: Some strange magical insects in this room may give the PCs... new perspective.

Sights and Sounds: This room is dark and quiet.

A tomb has been built into the eastern wall of this low-ceilinged chamber. The sarcophagus appears small and well-sealed, and the stonework above it bears a small marble plaque, engraved and set with four large blue gemstones.

In the middle of the white tiled floor, an iron stand supports what appears to be an ornate golden mesh cage about six inches to a side.

Cage: At some point the chaos magic of the dungeon infected six beetles, each about an inch long. Bargelos or one of his servants gathered them up and put them in this cage and placed it here. Now, if anyone comes into the room, they must immediately make a Will save (DC 17). No character ever need



make this save more than once, and once six characters are affected at one time, no further saves need be rolled.

Failure means that the character swaps minds with one of the insects.

From the point of view of the character, they suddenly find themselves in a large cave surrounded by enormous insects. Through the lattice of the cage, they can see enormous forms. Only after a few rounds can they recognize this massive, ungainly things as their own comrades, and in fact, their own body.

Meanwhile, the unaffected characters see the affected character suddenly stop talking, getting down on all fours and attempting to chew on the hem of another PC's cloak. The beetle in the body of the PC will not be able to speak, use any abilities, or even hold objects. The character in the beetle's body can run around inside the cage (or anywhere if released) but cannot speak, use any spells or abilities, or really do much of anything except crawl about rather quickly in short bursts.

If the PCs do nothing, the mind-switch effect wears off after about a minute. If they take the character with the insect mind or the insect with the character's mind out of the room, however, the effect becomes permanent. Either way, it can be *dispelled* (CL 10) or removed with *break enchantment* or similar spells.

The cage itself is made of gold and is of exquisite workmanship. It's worth 900 gp.

Tomb: This is the tomb of a kobold, Witt, that served Bargelos as a trap designer and architect while this level as being redesigned for his purposes. Opening the tomb requires a Strength check (DC 20). Aside from kobold bones, there is a leather toolbelt enchanted so that it will never rot or decay (minor aura of abjuration, worth 100 gp). In the belt are a number of magical tools that add +3 to Craft (trapbuilding) checks. (They are +2 for being masterwork, and +1 because they are magical.) The tools are worth 500 gp.

The Plaque: In draconic, the words on the plaque read, "Here lies Witt, a master trapsmith. But eventually even a trapsmith runs afoul of the final trap." The blue gemstones are large aquamarines, and are worth 250 gp each if pried loose (Strength check DC 14 to do so).

Connections: This area connects to areas 297, 298, and 300.

See the map of Level 10.



300. THE SCEPTER OF GHAAL

Summary: An artifact is kept here, but it is well protected and carries its own problems if used.

Doors: Both doors into this chamber are iron, with leering dragon faces emblazoned upon them. The doors are locked and are affected by the room's intrusion ward (making the locks DC 35 to open).

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

You see a wide chamber. White tile covers the floor, and the plaster on the walls is smooth, intact, and free of dirt or stain. Four columns rise to the ceiling, each carved with draconic heads--each different in appearance and demeanor. Some appear to roar or snarl while others appear more serene. Two iron doors stand in the north wall. Near the easternmost of the two, a blue stone basin holds crystal clear water. In the middle of the room, a large bronze brazier rests upon a stone pedestal. A red glow seeps from device, which has been fashioned to look like a dragon.

Intrusion Ward: This entire room is under the effects of an *intrusion ward* spell, cast at 12th level.

Basin: The basin and the water in it have a moderate aura of abjuration magic. Anyone who wets their hands in the basin can reach into the brazier safely.

Dragon Brazier: This large brazier has a moderate aura of abjuration magic. At the top of the brazier, a small engraved warning



in draconic reads, "Remove the contents and you will be taught to fear flame."

An obvious lid at the top opens exposing the interior which is filled with glowing hot coals. A Search check (DC 12) reveals that what appears to be a rod or scepter is imbedded in the coals. Reaching into the brazier with one's hand to pull it out results in 1d6 points of fire damage. However, there is a far worse result as well, and this applies even to those resistant to fire, or who remove the rod by another means (using a tool to reach in, tipping the brazier over and spilling out the contents, and so on). Any character doing so must make a Will saving throw (DC 25). Failure means that the character is now permanently vulnerable to fire. Creatures with this vulnerability suffer double damage from fire of any kind. Further, the character feels uncomfortable in any temperature over 60 degrees. The slightest warmth—even the touch of another person—is undesirable. The effect can only be removed by a *remove curse* cast by at least a 12th level caster.

The brazier contains the scepter of Ghaal.

Connections: This area connects to areas 297, 298, and 299. See the map of Level 10.

New Item

Scepter of Ghaal: This minor artifact appears to be a silver scepter topped with a swirled blue-green azurite the size of a small egg. It can be wielded as a +1 *mace*, but that fact is incidental to its legendary function. Three times each day, the scepter can be used to create a duplicate of the wielder that lasts for one round. The duplicate has all the current stats, abilities, and possessions of the original but the character is in full control of both bodies. The duplicate can take separate actions from the original, so a duplicated spellcaster could cast two spells (one from the original and one from the duplicate), or a duplicated fighter could attack two different foes, or the same foe twice. Resources used by the duplicate come from the original, so if the duplicate of a sorcerer casts a 5th level spell, the original's 5th level spell slot is used.

Damage suffered by the duplicate is felt by the original as well (and vice versa), but damage inflicted on both is not doubled. In other words, if the double is stabbed for 9 points of damage, the original suffers 9 points of damage but if both original and duplicate suffer 23 points from a cone of cold, the damage remains 23 points for both. If the duplicate dies, the original dies as well.

Creating the duplicate is a free action that must be performed at the start of the

character's action, and the duplicate appears and acts immediately, disappearing at the start of the character's next action (including all duplicated gear).

There is a drawback to possessing the scepter, however. Each use ages the character 1 year. Further, there is a cumulative 25% chance each month that the devils hunting the scepter catch up with the wielder. At that time, 1d4 erinyes and 1d2 hellcats appear at a random moment and attack.

Ghaal, it is said, was a priest of the mysterious god Nushu, who dwelled in a land far across the western sea millennia ago. Ghaal travelled to hell itself and stole the scepter from the queen of the erinyes who has desired its return ever since.



New Spell Intrusion Ward

Abjuration

Level: Wizard 6

Components: V, S, M

Casting Time: One hour

Range: Close (25 feet + 5 feet/two levels)

Area: Two ten foot cubes per level

Duration: Permanent

Saving Throw: None

Spell Resistance: No

This spell increases the Open Locks DC of all locks and the Search DC and Disable Device DC of all traps in the area by 10. This bonus does not stack with any other magical bonuses, and the caster must be aware of each lock and trap to affect it. All locks in the area gain a Spell Resistance to knock spells and all walls, floors, ceiling, doors and windows gain Spell Resistance against spells that would affect them directly, such as *disintegrate*, *passwall*, and so on (but not spells that affect a character, such as *teleport* or *ethereal jaunt*). The SR is equal to 15 plus the caster's level.

Material Component: 500 gp worth of powdered dragon horn.



301. THE GLASS FLOOR (EL 7)

Summary: The PCs are at a disadvantage in this chamber, where the guardian can attack them through the glass floor, but the PCs can't easily fight back.

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

The floor of this octagonal room at first appears to be about 12 feet lower than the short corridors that lead to it from the north and south. However, another quick look reveals that in fact a glass floor is at the level you would expect, revealing another lower room of the same size and shape as this one, 12 feet below.

This lower room, below the glass, has a dark archway in the eastern wall. As you watch, something appears to be coming through...

The Glass Floor: The floor is thick but clear glass, with a hardness of 1, 15 hit points, and a Break DC of 17. If broken, however, the entire floor shatters. Anyone on the floor drops, suffering 1d6 points of damage. Anyone below it suffers 1d6 points of damage from the glass shards (Reflex save DC 15 for half damage).

The Guardian: The creature coming through the archway is Narai, a medusa. She has a Strength of 13, and carries a masterwork composite shortbow (+9 ranged, 1d6+1 damage) and masterwork longsword (+10 melee, 1d8+1 damage). She wears chainmail armor (AC 20, speed 20) and a *stone devotee amulet* (useful on Level 13, but not until one drinks the



stone water there). She also wears a silver necklace with various crystals (200 gp), an amethyst ring (300 gp), and amethyst earrings (200 gp for the pair).

Medusa: hp 35; AC 20

Tactics: Due to an ancient pact Bargelos made with the medusas, when someone enters this room, one of the stone sisterhood on Level 13 must pass through the archway and use their gaze attack against intruders here. Narai will do just that, but she will make no attempts to break the glass. If the PCs break through the glass, Narai fights until she is reduced to 10 hit points or less, at which point she retreats through the arch.

Obviously, the smart thing for the PCs to do is simply close their eyes and feel their way across the room.

The Obsidian Archway: The keystone of this stone archway looks like a medusa's head, the sides of the arch snakes trailing from her head. The interior of the arch is glossy black and feels smooth and cool like obsidian. It has a moderate aura of conjuration and is a magical transport to Level 13. Only one wearing a stone devotee amulet that has drunk stone water may pass through an obsidian archway. More such archways exist on Level 13.

REVISIT (EL 7)

The next time the PCs pass through this room, Narai or another medusa (equipped normally) is already here, waiting in the middle of the room. If another medusa, she has her own *stone devotee amulet*.

Connections: This area connects to area 294 and area 302.

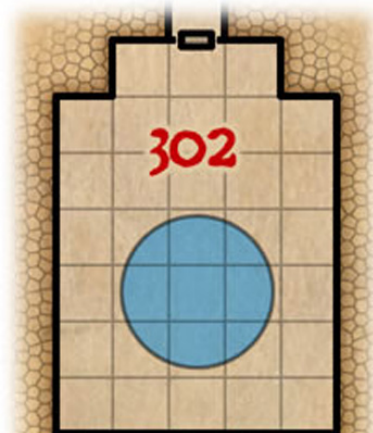
See the map of Level 10.

302. THE CAPTIVE TRITON (EL 7)

Summary: A triton noble has been kept here as a hostage for centuries.

Door: The iron door leading into this room is locked (Open Locks DC 30). The key can be found in area 306.

Sights and Sounds: This room is dark. Characters making Listen checks at the door (DC 25) can hear the occasional splash of water.



From the darkness, you hear a hoarse, inquisitive voice ask, "Who's there?" The chamber is stiflingly humid, the bare stone walls and floor dripping wet. A creature rises from a wide pool, her body covered in delicate silver-blue scales and stares at you with the unmistakably human expression of shock and wonder.

A few old barrels stand near the door and an iron bucket sets near the edge of the pool.

The Pool: The pool is 25 feet across and 5 feet deep. The water is magically kept clear and fresh.

Inhabitant: Princess Ulaphan is an aged triton kept prisoner in this chamber for centuries. She was captured by Bargelos long ago and placed here while he demanded a high ransom for her return (the dragon garnered much of his wealth by taking such hostages from various kingdoms and races in days gone by). However, the tritons never paid, and the princess remained here, forgotten. She is now extremely old but still fairly hardy. She wears a +2 *ring of protection*.

Princess Ulaphan (triton): hp 20; AC 18 (+2 *ring of protection*)

A Triton's Gratitude: Ulaphan asks to be released from the prison in which she has spent most of her life. If the PCs agree to help her, they will need to not only let her free from the chamber but escort her either to the surface or at least to the underground rivers in Level 3 or 9. If they



do, before they part company, Ulaphan not only thanks them profusely and assures them of the friendship of her people, but she uses her noble status to magically summons a gift for them: *a horn of the tritons*.

The Summoned Water Elemental: Once each day, a huge water elemental appears in the room, bringing food for Ulaphan. It is moderately intelligent, and often lingers to chat with her, bring her news of the sea and the Plane of Water, and so on. However, as important as these visits were to the triton, the elemental has grown so fond of them that if it learns that there are forces attempting to free her, it reacts badly. At some point, either while the PCs are here or while they escort Ulaphan to safety, the elemental appears and attacks. Ulaphan tries to convince it to stop, but it is too incensed to listen, so she begs the PCs not to destroy the elemental. (*Dispelling* it would be a good option--assume CL 12--but inflicting nonlethal damage would work as well.) If defeated, it will not return again.

Huge water elemental: hp 150

The Barrels: The barrels are full of water mixed with a mild alchemical sedative once used to subdue Ulaphan when needed. One has rotted and broken open long ago. Two of the barrels remain. If added to the water in which a water breathing creature breathes, the creature must make a Fort save (DC 18) to avoid becoming catatonic for 1d10+10 minutes. There is enough water in the barrels for 10 such uses. Each use has a value of 100 gp.

The Bucket: Another “dose” of the sedative-laced water from the barrels is in the bucket.

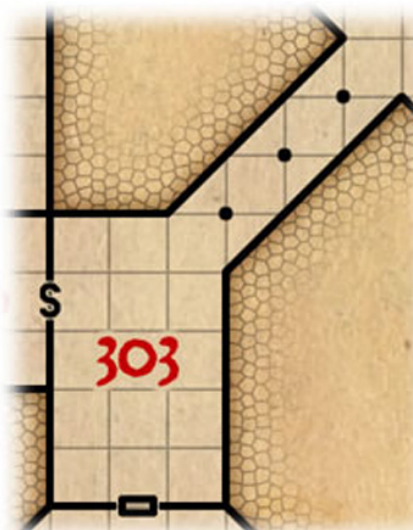
REVISIT (EL 7)

If the princess is released, the next time the PCs come here, a pair of aquatic trolls are here, investigating the pool and the barrels (if they are still here). One of the trolls wears a mithral chain shirt, granting it a +4 bonus to AC (total AC 20). The other wears two silver rings with topaz (200 gp each).

Scrags: hp 72 and 61

Connections: This area connects to area 301.

See the map of Level 10.



303. THE SUMMONING DOOR

Summary: A door here presents more than just a barrier.

Sights and Sounds: This chamber is dark and quiet.

This rectangular chamber contains an empty pinewood set of shelves, as well as a similar table and bench. A dagger has been thrust into the tabletop, and a few broken arrows as well as a broken spear lie on the floor. The door in the south wall is wooden and bears a beautiful carved façade.

The Passage to the Northeast: The pillars here are carved with draconic faces, greatly resembling the columns in area 300.

Broken Weapons: Obviously, there was a battle here, although it would appear that it took place quite some time ago (perhaps more than a year). A careful search (DC 22) reveals some dried blood stains, and some broken chain links from armor.

Dagger in the Table: The dagger is masterwork, but otherwise unremarkable.

Secret Door: The secret door in the western wall is tricky to find (Search DC 30). The entire 10 foot square section of the wall pivots in the middle, although it is difficult to do so (Strength check DC 18).

Door to the South: This door is devilishly locked (DC 35), and PCs are unable to use the take 20 rule because each failed attempt has a special result. The carving on the door is a beautiful landscape with mountains in



the background and a thick forest closer in. If someone attempts and fails to force open the door (Strength check DC 24) or pick the lock, have those in the room make Spot checks (DC 20) to notice that the carving changes. Now there are warriors charging out of the woods. Another failed attempt and the carving changes again--now the warriors are much closer. They appear human, eight in number, with chainmail and halberds. A third failure and they are so close that they dominate the carving. Any further failures and eight human warriors appear in the room and attack immediately. On any given round, half of them may try

to sunder their opponents' weapons or shields. These summoned warriors are not real people and disappear when slain, along with their belongings. They can be *dispelled* individually (CL 12).

If the warriors are defeated, they will not appear again for an hour no matter what the PCs do to the door. The key to this door lies in area 306.

Summoned Warrior (Neutral)

Human Warrior 6 CR 5

Init +1 Speed 20 feet

HD 6d10+6 hp 40

AC 18, touch 11, flat-footed 17

BAB/Grapple +6/+9

Attack +10 melee (1d10+5, halberd)

Full Attack +10/+5 melee (1d10+5, halberd)

Fort +6 Ref +3 Will +3

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

Crucial Feats Combat Reflexes, Dodge, Improved Sunder, Power Attack

Other Feats N/A

Crucial Skills Climb +8, Jump +8.

Other Skills Intimidate +8

Possessions +2 chainmail, +1 halberd

Connections: This area connects to areas 294, 304, and 306.

See the map of Level 10.

304. THE VAULT OF GEMS (EL VARIES)

Summary: Four dragon statues once stood here, providing access to a fabulous treasure, but one has been smashed.

Door: The door into this room is locked and trapped. See area 303 for more information.

Sights and Sounds: This room is dark and quiet.

Three bizarre draconic statues dominate this elongated octagonal room. Rubble lies in the spot where clearly a fourth statue once stood. The statues almost touch the low, 10-foot ceiling, at the center of which is a stone boss appearing to be a large reptilian eye set into a circular frame. Stone beams stretch from the frame to the walls like the spokes of a wheel.

Of the statues, each is garishly painted. One is a green and gold wingless beast, another is a purple and gold dragon with wings, and the third is a more upright, humanoid, frilled creature with red scales and small wings.

Dragon Statues: Each dragon statue has a tiny, hidden door in its forehead (Search DC 25). If the door is opened, a tiny compartment holding a ruby in an iron setting (attached to the statue itself) can be found. The ruby (1,000 gp) requires a Strength check (DC

15) to remove. However, if the ruby is touched, it causes the eye in the ceiling to flash a cone of green light onto the floor, and a monster appears in the light, attacking anyone in the room until it is slain or until 10 rounds pass, whichever comes first. This effect is impossible to remove or *dispel*. If someone is foolish enough to continue touching or holding the gem, a creature is summoned each round.

The creature that appears depends on the dragon touched.

Green: A young copper dragon with 93 hit points.

Purple: A particularly tough wyvern. +2 attack rolls, damage rolls, and AC with 98 hit points. Consider it CR 7.

Red: A six-headed pyro-hydra with 66 hit points.

The only way to safely touch the gems is to either remove them from this chamber (at which point they become normal, valuable gems) or to touch all four--including the one in the broken statue--at once in the room. This latter action causes the eye to emit a golden cone of light in which appears a large wooden chest for 30 minutes.

Broken Statue: Amid the wreckage of what appears to have been a black and silver serpentine statue with wings and six claws, PCs can find the dragon statue's head which has the same secret compartment as the statues (DC 20 Search check). Touching the gem in the compartment summons a young adult black dragon with 152 hit points.



Treasure Chest: The chest that appears is locked (DC 35 to open) but is not trapped. It contains two ceramic urns filled with small, loose gemstones of every variety. Each urn contains 500 gems, 400 worth 1 gp each, 50 worth 2 gp, 40 worth 10 gp, 5 worth 50 gp, 3 worth 100 gp, and 2 worth 500 gp each. Hidden at the bottom of one urn, under a false bottom (Search DC 30), lie two diamond necklaces (5,000 gp each).

The chest also holds a silver and ebony box (300 gp) filled with 87 jeweled rings and earrings of various types and sizes (total value: 5,500 gp), a box of carved bone (250 gp) filled with 140 additional small gemstones (10 gp each) and a bracelet with rubies (2,600 gp), a large bejeweled headdress of gold (750 gp), a pair of iron gauntlets with silver inlay and a gemstone on each knuckle (1,800 gp each), and a large silver mirror with jewel-encrusted frame (3,000 gp).

The chest itself has a hidden compartment in the lid (Search DC 35) that contains a



single large emerald of great quality (5,000 gp), two beautiful star rubies (4,000 gp each), a large fire opal (3,500 gp), and a flawless, medium-sized diamond (3,000 gp).

Background: Some previous adventurers came into this chamber and could not figure out how to access the treasure. They smashed one of the statues in frustration.

Connections: This area connects to area 303. See the map of Level 10.

305. THE COLLAPSE

Summary: The site of a large battle provides some potential information. You will need the Burned Account handout (see Appendix C).

Sights and Sounds: This area is dark and quiet.

The north end of this chamber is blackened and marred by fire or unknown energies. The ceiling has partially collapsed down to the floor here, no doubt because of some explosion. The skeletal remains of a few humans lie amid the wreckage.

The eastern wall bears a gigantic mural of dozens of godlike beings with the heads of various animals in the process of creating life of all description. Scars and burn marks mar the painting, particularly its northern half. In the southern end of the room stands an empty wooden cart. The door in the south wall is of bluish steel and seems well-sealed. To the west, one of a pair of stone double doors, elaborately carved with images of marching armies, stands slightly ajar.

Rubble: There are three dead figures amid the rubble--two humans and a



dwarf. All appear to have been slain by fire or some other energy. A Knowledge (arcana) check (DC 18) can confirm that it was, in fact, two different discharges, one of acid and one of fire. There are traces along the wall that lightning was also used. The figures have been stripped of anything valuable, although a careful search (DC 28) reveals a small scrap of paper near one of the charred corpses. Show

the players the Burned Account handout. It is a small fragment of an adventurer's journal discussing how the band went to area 304 and tried to activate the rubies, but one of their number smashed of the statues in frustration. There is, however, a reference to touching all the rubies at once, which is indeed the solution to the puzzle. If somehow magically restored, the journal doesn't provide any useful information (unless the DM wishes to use it to give needed background or clues).

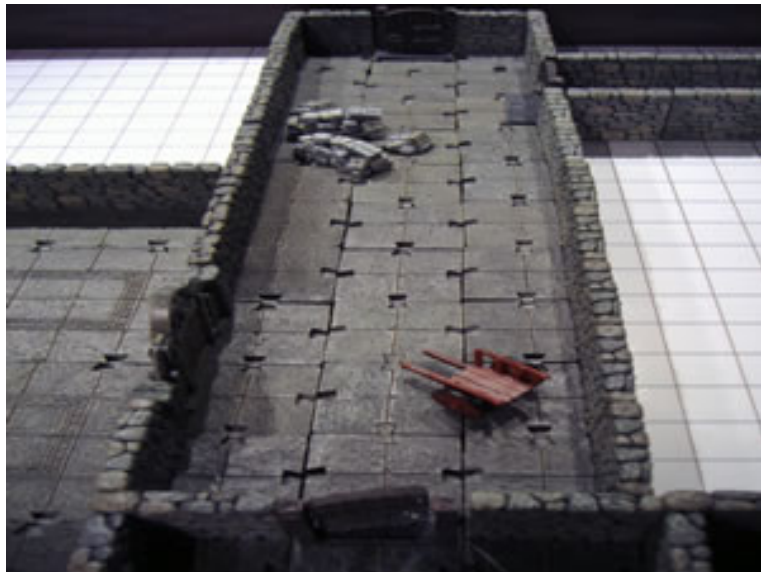
Cart: The cart is completely normal, but still in good shape. It is large enough to hold three Medium sized creatures but small enough that two such creatures could easily pull it, even if full. Perhaps the PCs can figure out a way to use it to their advantage.

Double Doors: The image on these stone doors seems to depict a vast army of kobolds laying siege to a human walled city. One door is very slightly ajar, allowing someone in area 307 to peek northward into this room, but giving someone a small vantage (the southeast corner only) into the next chamber.

Door to the South: The door is a bluesteel door. The passphrase is “Haranthash.”

Development: The phase spiders in area 307, hearing noise in this chamber, may come and attack--particularly if prey seems easy and unsuspecting.

Background: The adventurers here, having already visited area 304 (and smashed the statue without gaining the treasure), were slain by a guardian devil that magic once summoned to this chamber. The devil is long gone.



REVISIT (EL 10)

The undead spirits of the slain adventurers now haunt this room as spectres. They attack any living creature they see. If called by name, Aflat (the dwarf), Sallamal, and Ummastal, they will disappear forever. PCs may be able to get the first name from the handout, but the other two probably only if the journal is magically restored.

Spectres (3): hp 66, 41, 32

Connections: This area connects to areas 294, 306, 307, and 308. See the map of Level 10.

306. CONTROL ROOM

Summary: This hard-to-reach chamber controls many things on this level and holds some tidbits about the Mages Four. You will need the Pholaen’s Speech handout (see Appendix C).

Door: The door is a bluesteel door. The passphrase is “Haranthash.”

Sights and Sounds: This room is dark and quiet.

A relatively small room has a small stone dais on the south end with three iron levers. The eastern wall has a wooden rack with hooks for keys. Dominating the room, however, is a large brass orrery hanging from the ceiling. Dozens of small metal spheres, each bearing mystical symbols, are positioned on tracks so as to orbit around a central, larger sphere.

Levers: The three levers here control the two portcullises in area 294 and deactivate the trap in area 309.

Keys: Two of the five keys here no longer have any meaningful function. The other three open the doors in areas 302, 304, and 309. There are six empty hooks.

The Orrery: If the PCs can make a Knowledge (planes) check (DC 12), they’ll recognize the brass structure as a metaphysical model of the mortal plane and those planes that are nearby, represented as spheres, marked with planar symbols anyone with Knowledge (planes) ranks will recognize. (The DM is free, of course, to use whatever cosmological system she chooses, adding in appropriate details as desired, or not. The full and precise makeup of the multiverse is beyond the scope of Dragon’s Delve. If you have no details but would like them, throw in a few references to the elemental planes, the ethereal plane, and a number of nearby “demi-planes” and call it good.) A harder Knowledge (planes) check (DC 18), however, suggests that one of the spheres does not belong. It bears a symbol the PCs will not recognize, but if a Decipher Script check (DC 20) is successful or magic is used to read it, they will learn that the symbol means



“Entropy Engine.” A Search check (DC 20 if the sphere is isolated, DC 25 if the whole orrery is searched) of this sphere, reveals a small switch on the bottom. If the switch is pressed, the central sphere (representing the PCs’ world) takes on the likeness of a handsome but extremely serious elven male with dark hair and eyes. This is Pholaen the Worldweaver, one of the infamous Mages Four. He speaks in a programmed message, recorded for posterity:

“Long had I wished to tread upon the soil of a world other than my own. Upon first hearing that such a place might exist, I knew that such would be my quest. I would not be a prisoner of this one world, this one plane, this one infinite realm. I must know them all. I must have them all. I knew this then, and I know it now.”

“Years later, my research and laborious study proved fruitful and yet I was not driven to joy but to melancholy. The worlds were too numerous, I learned; too removed for me to easily traipse from one to the next like a bee flitting from bloom to bloom. I needed to bring them together into a single nexus where I could view each, and travel to those that I wished to taste with little care or effort. For such a knot of metaphysical strings, however, I would need vast power--energies the likes of which the mortal realm knew not.”

“I needed the power of a god.”

“Fortunately, my newfound erudition revealed to me the answer the moment I posed the question. There was a god whose power lay

untapped and unused, his wasted puissance deep below the surface. Deep below the subterranean complex created by the dwarves aeons prior. A place known as Dragon’s Delve.

“Deep below even the darkest reaches of that dungeon lies the body of Iamon, primal god who fell to the world long before man walked upon its surface or dwarf delved beneath. Perhaps it was he that the dwarves dug toward at Queen Ryssa’s command. Or perhaps not. In either case, it was those very dwarves who first coined the term “chaos magic” to describe the energies that flowed up into their creation, altering matter both inert and living in seemingly random fashion. These expressions of so-called chaos magic, however, are the divine humors of Iamon, the by-products of the presence of his godly corpse in the mortal realm.”

“I would tap into this power directly and harness it. To do so, however, I needed help. I found three other talented and like-minded souls:

Lissandera, Shakaran, and Caval. Together, we devised and built the greatest creation of any mage before and very likely since: The Entropy Engine.

“Now all the worlds are mine to do with as I please.”

If you wish, you can give the players the Pholaen’s Speech handout so that they can reference it for later. The Entropy Engine failed to do what they wanted it to, and now leaks chaos magic stolen from Iamon--and disperses them in greater amounts than ever before, particularly in the lower levels of Dragon’s Delve.

Secret Door: The secret door in the western wall is tricky to find (Search DC 30). The entire 10 foot square section of the wall pivots in the middle, although it is difficult to do so (Strength check DC 18).

Connections: This area connects to area 303 and area 305.

See the map of Level 10.

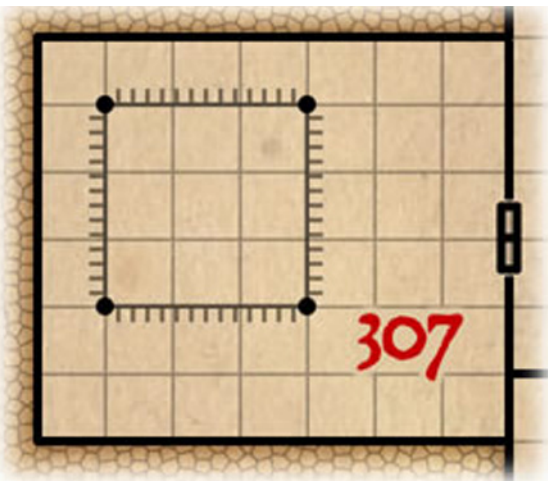
307. SPIDER LAIR (EL 9)

Summary: Some phase spiders make their lair in this chamber.

Sights and Sounds: This room is dark. PCs listening at the door (DC 30) can hear the very quiet phase spider moving around.

Stone pillars support a high wooden platform in this large chamber. No means of getting up to the platform make themselves evident. Underneath the platform, a thick nest of webbing stretches to the floor and between each of the support pillars.





Inhabitant: A trio phase spiders dwells here. Two are of the standard variety, while another is more dangerous. The phase spider master has the ability to use absorb energy from the damage he inflicts on foes. For every 2 points of hit point damage he inflicts with his bite, he can--as a free action--add +1 to one of three things: his AC, his attack and damage rolls, or his saving throws. Further, for every point of Con damage he inflicts with his venom, he gains +5 temporary hit points. He can even draw upon his own health, again as a free action, to gain these benefits, so for example, he can choose to inflict 4 points of damage to himself and add +2 to his AC. He cannot poison his own Con for more hit points, however. Benefits gained last 24 hours. Lastly, he wears bracers of armor +2 on two of his legs, although these only function for magical beasts (and thus are worth only half the normal amount). The phase spider master is CR 7.

Phase Spiders (2): hp 43 and 42

Phase Spider Master: hp 65; AC 17

Tactics: The spiders use their standard ethereal hit-and-run tactics against the PCs, with the master attacking the weakest-looking (and probably least-likely to make their saving throw so he can gain extra hit points) first before tackling the tougher foes. None of the spiders will fight to the death. If reduced to fewer than 15 hit points, the spiders retreat to the ethereal plane if possible and don't come back unless their nest is raided, in which case there is a 50% chance each round that they cannot resist resuming the attack.

Platform: The platform is 15 feet high (the ceiling is 30 feet high). PCs making Search checks (DC 22) can tell from various scrapes and impressions in the wood, as well as some gold dust, that a vast treasure once stood upon the platform in the form of large piles of coins and a few large, metal chests. The successful check even turns up two gold pieces stuck in between a couple of boards.

Web Nest: The spiders dwell in a nest beneath the platform. There is a large clutch of eggs (15 total) at the center of the nest. These can be easily destroyed, although they are worth 50 gp each as a dangerous curiosity or as a magic-item-creation ingredient. The nest also contains the spiders' treasure, which is all stuck in the webs. Removing it all would take 4 man-hours unless the webs are

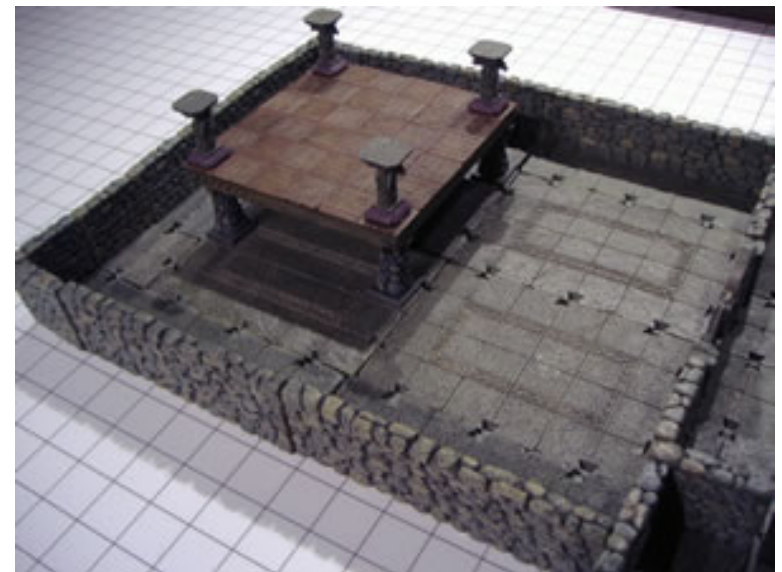
burned, which would destroy the eggs, the leather armor, and the scrolls unless they are taken out first.

Treasure: The spiders' treasure consists of *shifter's sorrow*, +2 *leather armor of cold resistance*, a *scroll of entangle*, *quench*, and *blight*, six silver candlesticks (50 gp each), a necklace of gold and crystal beads (100 gp), a masterwork greataxe with silver inlay and inset pearls (450 gp), 482 loose gold pieces and 922 loose silver pieces.

Background: This was once another of the dragon's treasure chambers. It has been looted and cleared now.

Upping the Ante (EL 10): Grant all three spiders the special abilities of the master spider.

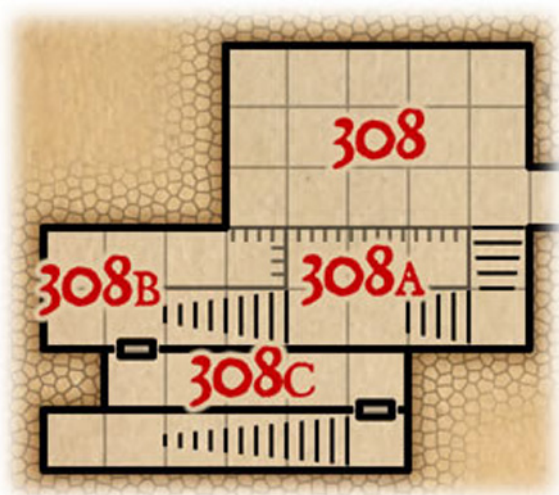
Connections: This area connects to area 305. See the map of Level 10.



308. THREE PANELS AND THE STAIRS DOWN

Summary: This room conceals the secret existence of the level below. Without finding the clues, the PCs are likely to proceed directly to Level 12. You will need the Wooden Panel 1, Wooden Panel 2, and Wooden Panel 3 Illustration handouts (see Appendix C).

Sights and Sounds: This area is dark and quiet.



The walls here are bare stone, although the north wall bears three very large wooden decorative panels with intricate carvings. A 12-foot wide clock-face covers much of the western wall, its hands made of rusted iron. The south end of the room appears to actually be a ledge overlooking a lower level, connected by stairs.

The Clock: The clock shows half past 10. This is a very vague clue that there is a secret level below Level 10 halfway down

the stairs. A Knowledge (engineering) or Disable Device check (DC 15) confirm that this is not a functioning clock, nor was it ever such. Reward any player canny enough to figure out this secret meaning and act upon it with an experience point award equal to a CR 5 challenge. (“Cause really--that’s a pretty obscure reference.)

The Panels: The panels are 12 feet high and 3 feet across. If the players investigate these closely, show them the Wooden Panel 1, Wooden Panel 2, and Wooden Panel 3 Illustration handouts. A successful Knowledge (history) or Knowledge (local) (DC 15) check suggests that these panels depict scenes from the legend of Saint Gisseny, a young boy of 10 who lead a group of knights into the northern woods to rescue his mother from an evil wizard. At the end of the story, two years have passed (so Gisseny is 12). In the story, the knights find the wizard’s magically hidden woodland tower by walking into its gates backward, always with the left foot forward, for such was the enchantment. His quest complete, Gisseny rides off on a hidden stream upon an enchanted elven boat and is never seen again, although legend has it that he righted many wrongs as a wandering holy man and knight errant.

If the PCs search the middle panel (between those depicting Gisseny at 10 and 12), they will find a very cleverly hidden space behind the left boot of the knight, in which is tucked a small bit of paper that simply reads, “Orr lies halfway down.” The Search DC is 35 if the PCs are searching the

entire panel, or automatic if the players use the story and figure out to search the left boot.

Background: Gisseny did go on to become a wandering holy man, but eventually felt a mystical call and returned to the wizard’s hidden tower in the woods where he studied arcane magic. Known as the Wizard-Priest Orr thereafter, he fashioned a fabulous but well-hidden and well-guarded tomb for himself in Dragon’s Delve, which he felt would be suitably difficult for robbers to disturb. However, one of those helping him build the tomb left subtle clues so that it could later be found by the very determined (see Level 11 for more details).

308A: This area is 15 feet lower than the room above. There is a small, loose stone in the floor which can be found (Search DC 24). Beneath it is a copper ring with a large piece of amber. In the amber is a large beetle. The ring is worth 150 gp, however it is also one of several similar rings allowing one to pass into a restricted area on Level 11.

308B: This area is 15 feet lower than 308A. The western wall bears a skeletal visage of a man in robes with a staff somewhat crudely carved into the bare rock.

308C: There is a secret removable slab in the floor in this corridor (Search DC 30), 8 feet by 8 feet. A Strength check (DC 24) is needed to move it. Beneath is a narrow circular shaft lined with smooth bricks. At the bottom of the 40 foot shaft is a hallway that leads west and into Level 11, the Tomb of Orr.

Stairs Down: Beyond the door in 308C, the stairs continue down to Level 12.

REVISIT (EL II)

When the PCs next come up into this area from a level below, they find a threatening encounter. A covey of three greenhags, having just come down from Level 9 where they enslaved/convinced a pair of hill giants to do their bidding, are now here. If they heard the PCs coming, they have positioned themselves thusly: one giant and one hag (invisible) are in 308B while another giant and (invisible) hag stand in 308A. The third hag is at the top of the stairs up into the main portion of the chamber.



The hag in 308A has a +1 *composite longbow* (+4) that she is proficient with (attack +10/+5). She has 6 masterwork arrows poisoned in her quiver (Fort save DC 20, 1 Con/1 Con) and 6 masterwork arrows not poisoned. The giant with her has a half dozen stones for throwing.

The hag at the top has the ability to use her weakness effect with a ranged touch attack (same save DC). Her range is 100 feet. She has used *disguise self* to look like an elf maiden and she pretends to be a captive while surreptitiously using her ranged weakness ability. She is CR 6.

If the hags and giants didn't know the PCs were coming, they are scattered about randomly and the hags are not invisible.

Each creature has a bag of 250 +1d10 gp.

Connections: This area connects to areas 305, 315, and 336. See the map of Level 10.

309. DRAGON'S DOOR (EL 9)

Summary: The door here is not just well-locked and trapped, but it hides one of the Twelve Secret Sigils.

Sights and Sounds: This area is dimly lit. If PCs attempt to listen at the door (DC 25) they hear deep, loud breathing--snoring, actually.

Before you stand a pair of golden doors bearing the image of a coiled dragon. The lintel has an inscription in Common: "This is the home of Bargelos. Disturb at your peril." You see writing in other languages as well. The doors not only bear a massive lock at their center, but both are bound in thick golden chains affixed in metallic



loops at the outer edge of each portal.

On the tile floor beneath the doors you see some kind of rune or sigil, but it is half-covered by the doors themselves, so you can see only part of it--not enough to

discern anything about it.

The Doors: The gold is simply gold plating--underneath, the doors and chains are solid steel). The other writing conveys the same message as the words in Common, written in Draconic, Elvish and Dwarvish.

Opening the Doors: The key to the lock is in area 306. Without the key, opening the lock is very difficult (DC 32). These doors have hardness 10, 120 hit points, and a Break DC of 35. Even if the lock is opened, the chains must be broken (Hardness 10, 40 hit points, Break DC 32). However, the chains, which bear a faint aura of abjuration, split evenly if the name Bargelos is spoken aloud before them.

Traps: The doors have two separate traps, one in the lock itself, and one that traps both doors. If anyone attempts to pick the lock in the door without the key, the character (and up to 11 of his comrades) are blasted with chain lightning. If the doors are opened without the key, the doorway and everywhere within 20 feet of it fills with acid fog.

Chain Lightning Trap: CR 7; touch trigger; automatic reset; spell effect (chain lightning, 11th-level wizard, 11d6 electricity to target nearest center of trigger area plus 5d6 electricity to each of up to eleven secondary targets, DC 19 Reflex save for half damage); Search DC 31; Disable Device DC 31.

Acid Fog Trap: CR 7; location trigger; automatic reset; spell effect (acid fog, 11th-level wizard, 2d6/round acid for 11 rounds); Search DC 31; Disable Device DC 31.

The Sigil: The sigil half under the hard-to-open doors is one of the Twelve Secret Sigils, but it cannot be seen fully (and thus be identified or of any use) unless the PCs get the door open. It is seemingly burned into the stone. Once visible, a Knowledge (Arcana) check (DC 16) suggests that it is draconic in nature, but that's all. A DC 20 check, however, means that the character realizes that this is one of the Twelve Secret Sigils.

This sigil, the fifth of twelve, conveys power to armor or clothing of any size or type if it is etched or sewn onto its surface.



It allows the wielder to, as a free action, grant himself +10 to his speed for one hour. Etching armor requires a Craft (armorsmith) check (DC 15) and one hour. Stitching the sigil onto a piece of clothing requires a Craft (leatherworking) Craft (sewing) check (DC 15) and one hour. Once used, it disappears, but it can be re-etched or sewn, although no item can have it etched more than once and no wearer can have more than one item with the sigil upon it at a time.

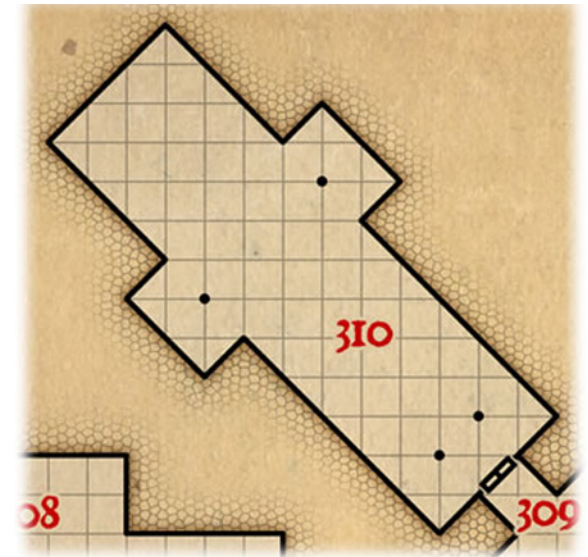
Connections: This area connects to area 294 and area 310. See the map of Level 10.

310. BARGELOS' LAIR (EL 21)

Summary: This the lair of a sleeping dragon with a very strange nature.

Sights and Sounds: This room is dark, until one round after the doors open, at which point the room fills with bright magical light. If PCs attempt to listen at the door (DC 25) they hear deep, loud breathing--snoring, actually.

This long, cruciform chamber smells of dust and stale air. The floor, walls, and high vaulted ceiling are white. Thick, marble pillars rise up majestically with antique capitals and capitals with gold-leaf and jewel-tone pigments. The entirety of the northwest end of the chamber is filled with a strange bed of silks, pillows, and many thousands of loose coins, gemstones, and other treasures. Upon this bed rests a dragon the size of a house with scales that gleam with brighter gold than any coin in its hoard.



Door: See area 309 for more information. If the door opens, an enchantment fills the room with a number of daylight spells which awaken the sleeping dragon.

Inhabitant: The dragon is Bargelos. If the PCs never come here, they are potentially able to raid most of the rest of the treasure vaults on this level, but if they open the door into this chamber, they will awaken him. If they manage to enter the room without opening the door (using dimension door, passwall, etc.) they must not make any noise (Move Silently DC 20) or they will awaken the dragon in 1d4 rounds.

Due to a curse that Bargelos is under, all damage he inflicts, including his melee attacks, his breath weapon, and even his spells inflict only nonlethal damage. He also has the mind and personality of a red dragon, but all the stats of a gold.

Bargelos

Old Gold (Red) Dragon (Chaotic Evil)

Gargantuan Dragon (Fire) **CR** 21 **Init** +2

Spd 60 ft, Swim 60 ft, Fly 250 ft (clumsy)

HD 29d12+261 **HP** 456

AC 40, touch 6, flat-footed 38

Languages Abyssal, Celestial, Common, Draconic, Dwarven, Elvish, Giant, Goblin, Halfling, Ignan, Orcish

Space/Reach 20 feet/15 feet

BAB/Grapple +29/+56

Attack +41 melee (4d6+15, bite)

Full Attack +41 melee (4d6+15, bite), +38 melee (2d8+7, 2 claws), +38 melee (2d6+7, 2 wings), +38 melee (2d8+22, tail slap)

SA Breath weapon (60 foot cone of fire, 16d10 damage, Reflex DC 33), crush (DC 33, damage 4d6+22), frightful presence (DC 29)

SQ Darkvision 120 feet, blindsense 60 feet, low-light vision, SR 27, DR 10/magic, immune to sleep, paralysis, water breathing, detect gems, luck bonus, spell-like abilities: 3/day--*bless*, 1/day--*geas/quest*, *evasion*

Fort +25, **Ref** +18, **Will** +25

Str 41, **Dex** 14, **Con** 29, **Int** 26, **Wis** 29, **Cha** 21

Crucial Skills Bluff +15, Concentration +25, Heal +15, Jump +34

Other Skills Appraise +18, Decipher Script +13, Disable Device +13, Diplomacy +21, Intimidate +36, Knowledge (history) +37, Knowledge (loca) +18, Knowledge (nature) +18, Knowledge (nobility) +21, Knowledge

(religion) +18, Knowledge (planes) +18, Spellcraft +20

Crucial Feats Cleave, Flyby Attack, Hover, Power Attack, Snatch

Other Feats Improved Critical (bite), Multiattack, Weapon Focus (bite)

Spells 6/8/8/7/7/5 CL 11 sorcerer, +41 melee touch, +31 ranged touch

5th--*mind fog* (DC 21), *summon monster V*

4th--*dimensional anchor*, *ice storm*, *summon monster IV*

3rd--*cure serious wounds*, *dispel magic*, *displacement*, *lightning bolt* (DC 19)

2nd--*hold person*, *hypnotic pattern* (DC 18), *invisibility*, *summon monster II*, *whispering wind*

1st--*hold portal*, *shield*, *sleep* (DC 17), *summon monster I*, *unseen servant*

0--*acid splash*, *arcane mark*, *daze* (DC 16), *detect poison*, *flare* (DC 16), *ghost sound* (DC 16), *open/close*, *prestidigitation*, *ray of frost*

Possessions +6 *bracers of armor*, *ring of evasion*, *scroll of teleport*, armband with the fifth of the Twelve Secret Sigils sewn into it (see area 309)

Tactics: Bargelos doesn't want to fight the (almost assuredly shaken) PCs. He wants to use them. He starts with *mind fog*, and then uses *hypnotic pattern*, *hold person*, or just simply physical grapples to subdue them. Or he'll just beat them into submission if he must. Then he uses *geas/quest* on the one who seems to be the leader, or perhaps just the one that appears to have the least

resistance to such affects. He then compels them to slay Theophrastus on Level 8 using the diamond lance in area 312. If he knows that the effect worked, he gives the *quested* character a banner with a gold dragon on it. This allows the PCs to not only pass the nagas in area 311, but gain their help in getting the lance.

If he must actually fight, he uses *summoned* monsters if possible, for they are not subject to the curse that renders all damage he inflicts to be nonlethal. He would rather not betray the fact that he cannot directly cause real harm. If facing a foe that can actually possibly harm him, he takes the time to cast *displacement* and *shield* to protect himself.

If reduced to less than half his hit points, he attempts to flee using his scroll.

Dealing with Bargelos: PCs may believe Bargelos to be benevolent due to his appearance. Bargelos won't intentionally disabuse them of that notion but he won't act kind of generous, either. If the PCs have some of his treasure with them (anything found on this level other than what Ilesthem has), he demands it to be left here. Bargelos is very smart and very wise--he also never trusts anyone. One way or another, he wants to get the PCs to kill Theophrastus. If they succeed and return looking for a reward (which he might have actually promised them if he thought it would help), he may attempt to make them his agents/spies in the dungeon--particularly if Erralak is dead. Or he may just laugh in their faces. See also Dealing with a Deceptive Dragon.

Background: Bargelos came to Dragon's Delve 490 years ago. A few years later, he battled a powerful sorcerer named Theophrastus, an encounter that ended with both being quite terrified. While Theophrastus soon sealed himself into a magical gem, Bargelos just became paranoid. So when the djinni lord Tral-Ferrer came for a visit (for Bargelos had one-third of his infamous carpet), the dragon reacted with fear and hostility. To punish the dragon for his impertinence, he transformed the red dragon into a gold dragon and made it impossible for him to directly harm another creature (making the dragon a vegetarian on top of it all). Now Bargelos is more paranoid than ever, convinced that everything in the dungeon is out to get him and his treasure, but certain that the outside world is even worse. He gathered various

agents and spies (like Erralak) to help him through intimidation, trickery, and sorcery, surrounded himself with wards and locks, and slept.

The Bed and the Hoard: Bargelos' bed is filled with treasure, making it easier for him to sleep. In the bed, those spending at least four man-hours can gather the following:

- 64,940 gp
- 154,583 sp
- 93,711 cp
- 1052 tiny gems (1 gp each)
- 98 small gems (10 gp each)
- 54 medium gems (100 gp each)
- 49 large gems (500 gp each)
- 85 various art objects or pieces of jewelry (average 50 gp each)

If the PCs cannot make a Search check (DC 30), reduce the amounts found by about a third.

Connections: This area connects to area 309.

See the map of Level 10.

DEALING WITH A DECEPTIVE DRAGON

Bargelos in area 310 is an encounter unlike any the PCs have likely dealt with so far in the campaign. He's a hostile foe that they have no chance of overcoming, and

little chance tricking. Even just running is going to be hard once he's awake.

Luckily, he doesn't want to kill the PCs. He wants to use them. It's going to be hard for the PCs to resist his magical compulsion to go fight Theophrastus. If they do, he'll still try to coerce them directly--however, if they avoid the geas/quest, and just flee and never return, they'll be fine. The dragon's not going to come hunting for them. He's too paranoid to leave his lair.

If the PCs don't figure that out, however, he would see value in having them act as his spies and agents in the dungeon, reporting back to him with information. He can even pay them (he's got plenty of treasure). This will work particularly well if they continue to believe he's truly a good-aligned gold dragon.

A Knowledge (history) check (DC 25), a little research, or a visit to Felstor Knoveli in Brindenford, however, will confirm that "Bargelos" is the name of a red dragon that caused trouble in the area hundreds of years ago. Much more in-depth research, of a kind only a sage can do over many weeks, suggests that Bargelos is connected to the legend of the carpet of Tral-Ferrer in some way, and that the djinn lord may be responsible for the dragon's current fate.

The DM should handle the encounter(s) with Bargelos very carefully. Although paranoid, untrusting, and deceptive, he's extremely intelligent and wise. He's a careful thinker and planner, but he's a pessimist to the extreme. PCs that have the poor fortune of running across him won't soon forget it if



he's played well, and those foolish enough to enter into a long-term relationship with him are likely to get burned but--and here's where the DM has some latitude in what happens--not slain. Bargelos has almost no way of actually killing a party of medium-level or higher PCs. ("You take 125 points of damage... [long pause]... nonlethal damage.")

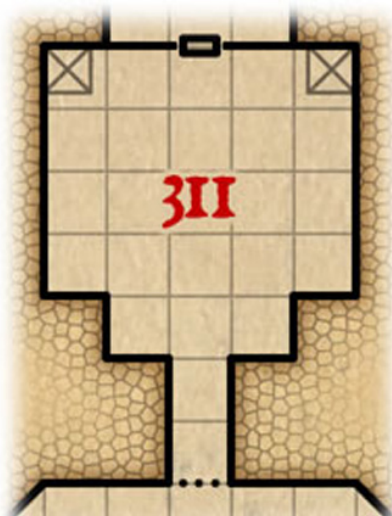
Perhaps best of all, when the PCs are much higher level, they can come back and settle the score with the manipulative dragon. At that time, when the PCs can truly threaten him, he can bargain, offering important information about Metterak in exchange for his life. Bargelos, after all, came to Dragon's Delve looking for the Prince of Dragons, and perhaps knows more about him than any other living being...

311. GUARDIANS OF THE LANCE (EL 12)

Summary: Two guardians stand watch here, preventing access of the room north.

Sights and Sounds: This room is dark and quiet.

This beautiful room is well-preserved. A carpet covers much of the floor, and tapestries depicting battling knights and regal castles hang upon the plaster-covered walls. In the far corners of the chamber, mounted upon four-foot high platforms, are painted statues of green and gold massive



serpents gleaming like gems. Each has the face of a strikingly lovely human woman.

Inhabitants: The "statues" are in fact, two guardian nagas. If they do not carry the banner of the dragon, the "statues" speak in unison as the PCs enter: "You do not belong here. Leave now, and all will remain at peace. Ignore this warning, and you will be punished."

Guardian Nagas (2): hp 94 and 93

Tactics: One naga casts lightning bolt immediately at the intruders, while the other casts divine power on itself (+6 to attack rolls, +3 to damage rolls, and +9 hit points). Next, while the first casts greater invisibility on itself, the other moves in to melee. While it fights, the invisible naga will use *lightning bolt* again or use *cure serious wounds* or even *mage armor* (+4 to AC for a total AC of 22) on its comrade if needed.

Dealing with the Nagas: The guardians are lawful good in alignment, but have been deceived into thinking that Bargelos is truly a gold dragon. If PCs attempt to reason with them rather than attack and make the needed Diplomacy check (DC 25), they have a chance to convince the guardians to let them pass. They would have to convince the nagas that Bargelos is actually evil, however. They could, for example, cast *zone of truth* and then tell the nagas



what they know. The nagas have enough Spellcraft knowledge to recognize the spell.

Door to the North: This iron door is arcane locked, and only the nagas can open it. For them, it pushes open easily and silently.

REVISIT (EL 10)

If the PCs return here and the nagas are slain or gone, there is a huge, fiendish phase spider here. Drawn by the activities of its lesser brethren (see area 307), it is exploring the area looking for treasure and prey. In addition to its demonic nature, it wears "golem armor," named for the fact that it not only provides protection (+8 to AC, already figured in) but is animated enough that it offers no encumbrance and in fact makes the creature stronger. Destroying the spider destroys the armor, however, and even if it were successfully removed, it would only function for a spider-like creature.

Advanced, Fiendish Phase Spider (Neutral Evil)

Huge Magical Beast (Extraplanar) CR 10

Initiative +7 Spd 40 ft, climb 20 ft

HD 14d10+70 HP 147

AC 25, touch 11, flat-footed 22

BAB/Grapple +14/+30

Attack +21 melee (1d8+11 plus poison, bite)

SA Poison (DC 24, 1d8 Con/1d8 Con), smite good 1/day +14 damage

SQ Darkvision 60 ft., ethereal jaunt, low-light vision, SR 19, DR 10/magic, cold and fire resistance 10

Fort +14, Ref +12, Will +8

Str 27, Dex 16, Con 20, Int 7, Wis 14, Cha 10

Crucial Skills Climb +21, Move Silently +15

Other Skills N/A

Crucial Feats Power Attack

Other Feats Ability Focus (poison), Improved Initiative, Iron Will, Weapon Focus (bite)

Possessions Golem armor, bag with 12 miscellaneous gems (200 gp each)

Connections: This area connects to area 294 and area 312. See the map of Level 10.

312. THE DIAMOND LANCE (EL 8)

Summary: One of the dragon's most potent treasures, the diamond lance, is kept here.



Door: This iron door is arcane locked, and only the nagas in area 311 can open it. For them, it pushes open easily and silently.

Sights and Sounds: This room is dimly lit

by the lance itself. It is quiet.

This room appears empty other than a massive gold case twelve feet long and three feet high and just as broad. It appears to be made of gold and polished oak, with jeweled flowers and leaves running across its surface.

The Long Case: The case opens at the top, but opening it is difficult. The case has a strong aura of abjuration magic and cannot be opened or broken normally. Instead, a puzzle must be solved involving arranging sliding wooden pieces into the correct color-coded pattern. However, the pieces move on their own into random positions, so there agility and quickness is involved as well. To accomplish this task, a Dexterity check (DC 20) and an Intelligence check (DC 17) must be made at the same time. Ideally, the checks are made by the same person, but two characters can work on the task at once, with the character making Intelligence checks suffering a -2 penalty. They can try as many times as they wish, but once the puzzle is attempted and until the case is opened (or until the room is

empty of living creatures for 1 hour) anyone in the room must make a Fortitude saving throw (DC 15) each round. Failure means that the character ages immediately to the point where they are venerable, suffering all ability score modifications appropriate, but not gaining any benefits. (For most characters, that will mean -6 Strength, Dexterity, and Constitution.) This aging affect can be reversed by a remove curse or break enchantment. Otherwise it is permanent. The caster level of the effect is 15.

The nagas in area 311 are immune to the aging effect and can open the case with just a flick of their tails.

The case holds the infamous diamond lance.

Other Treasure: Once opened and the lance removed, characters can loot the case for the gold and jewels, although the entire case itself cannot be moved. After 8 man-hours of work, the PCs can get 600 gp worth of gold and 4,000 gp worth of gems.

Connections: This area connects to area 311. See the map of Level 10.



New Item

Diamond Lance: This artifact appears to be a ten-and-a-half-foot long silver and green lance with a tip of diamond. Although the tip is intact, the long shaft is visibly cracked. A close examination by an expert suggests that while it is still usable as a weapon, it could break if used. And in fact, this is true. The lance can be used once as a +5 *weapon* before it breaks, never to be repaired. The true power of the lance, however, can only be activated when the phrase “sunder all” is spoken when the lance tip touches an object, either in combat or simply with a gentle tap. So used, the diamond lance breaks any inanimate object (DM’s discretion). Using this effect breaks the lance as well.

The lance was made by a trio of demigods in a war with the horrific demon lord Orcus who at the time wore an unbreakable breastplate that rendered him virtually immune to harm. The lance shattered the demon’s armor and wounded him grievously, forcing him to retreat back to his lair in the dark realms for many years thereafter. However, the force of the blow and the strength of the armor cracked the lance on its very first use. Legends tell of many other things the diamond lance has supposedly broken or sundered, ranging from castle walls to mountains to the heart of a joyous angel, but none of these stories are true.

Overwhelming Transmutation;
CL 21

313. TELEPORTER

Summary: The water in the magic fountain here can turn an item into a key to transport characters to a treasure vault.

Doors: The doors into this room are locked (Open Locks DC 28).

Three angular alcoves occupy the rear portion of this chamber. The middle of this trio holds a splashing fountain spraying a stream of violet-colored water into the air, catching it in a round basin of pale green stone flecked with copper. In each of the flanking alcoves stands a tall glass decanter of elegant and simple design, almost two feet in height.

A pillar wider at top than the bottom, topped with the inverted frustum of a shallow cone, stands to either side of the room. These are painted with intricate scenes.

Pillars: The identical pillars show stylized humanoid figures pouring water on a sword and then in the next scene they stand over a large key. Then in the next scene they can

be seen pouring water on the key. In a fourth scene, they can be seen using the key in a glowing doorway.

A second register of images show four identical scenes, except that in the first scene the sword is replaced by a crown. A



third is the same except that instead of a sword or crown, the first image shows a disk (perhaps a large coin). The fourth register is the same except the object is a box.

Fountain: The water in the fountain has a moderate aura transmutation. If touched with bare flesh or any object other than the two decanters, it burns like acid, inflicting 1d6 points of damage per round.

Decanters: The decanters have an aura of moderate abjuration. They are immune to acid and can be used to get water out of the fountain. More importantly, if water from the fountain is put into one decanter and then poured over an object, that object gains an aura of moderate conjuration. If that same object has water from the fountain poured over it from the other decanter (both must be used), the object in question becomes a magical key (although it does not change appearance or any other aspect of the item). It does not matter if the object was magical before this process or not.



The new magic item can be used in this room (and only this room) to transport via teleportation one creature to area 314. Anyone touching the item knows this, and knows how to mentally activate it as a standard action.

If taken from here, the decanters are worth 75 gp each.

Connections: This area connects to area 294 and (after a fashion) area 314.

See the map of Level 10.

314. THE THIRD CARPET

Summary: The third carpet of Tral-Ferrer lies here, potentially granting PCs a whole new way to travel throughout the dungeon.

Sights and Sounds: This room is dark and quiet.

You find yourself with another octagonal room. This one, however, has no exits in its gray and black marble walls. You don't know which way is north. The only features of the room appear to be eight thin white marble pillars, four along each of the longer walls. A relatively small carpet of covers the center of the smooth marble floor, itself white veined with black and charcoal gray.

Position: This chamber has no conventional entrances or exits. The easiest way of reaching this locale is via the creation of a teleport key in area 313. However, it physically lies 30 feet south of area 307 (just as shown on the map), so in theory characters could travel ethereally or use other spells to burrow their way there.

Leaving: Other than via some other power the PCs may possess (a *teleport* spell, the three fused carpets of Tral-Ferrer, etc.), the only way to leave this chamber is to hold a *teleport key* created in area 313 and wish to be back in that room.

The Carpet: The carpet on the floor is one-third of the trio of carpets of Tral-Ferrer.

Background: Tral-Ferrer was a djinni lord trapped in Dragon's Delve by a strange curse for many years more than a thousand years ago. To enact his escape, he wove a magical carpet that incorporated an important modicum of the essence of the place. The carpet allowed him to leave, but he left it behind. It was later found by a trio of aranea who all desired it for themselves. Eventually, they separated the carpet into three to keep from killing each other over its possession, reweaving some of the magic within in new and unexpected ways. However, if all three carpets are brought back together again, some of the original power of the carpet is restored.

New Item

The White Carpet of Tral-Ferrer: This artifact is three feet wide and five and a half feet long, woven of white, green, and gold silks of the rarest quality. The design is beautiful and

decidedly abstract. Those looking very closely (Search DC 25) notice that the pattern slowly shifts. The carpet has no magical aura. It cannot be affected by any *divination* spell.

The first time anyone willing touches the carpet he or she must make a Fortitude saving throw (DC 20) or become permanently paralyzed, deaf, and blind. These conditions can be alleviated in the normal ways (*remove paralysis, cure blindness/deafness, break enchantment, dispel magic*). A character cannot be affected by this more than once, and those that successfully save never need save again. Once the carpet is claimed by a living character, however, this effect is cancelled.

The carpet's main power is transferred to the room in which it lies, but only if laid out on the floor properly, taking three full rounds to do so. The room cannot be larger than 1000 square feet. All spells cast in the room (as opposed to into the room from outside) must overcome Spell Resistance 25 in order to succeed. This, however, is not true for anyone standing on the carpet. Not only do they not face this special SR, but all of their spells are cast at one level higher than normal.

Bringing it into direct contact with one of the other carpets of Tral-Ferrer produces other effects. The two carpets immediately and permanently fuse into a 6 foot by 11 foot carpet of flying. Use the stats for a 10 foot by 10 foot carpet. All involved with fusing the two carpets know the command word, "Raithis." Both carpets instantly lose



all other properties (other than the fact that they still do not have magical auras, are indestructible, and can combine with the third carpet).

If all three carpets of Tral-Ferrar come into contact with each other, they permanently fuse into a single 12 foot by 12 foot carpet. All carpets lose all other properties other than that the new carpet has no magical aura and is indestructible. The new carpet provides access to the wendways to anyone standing atop it (up to 10 medium-sized creatures can squeeze atop it), and travels with a character or characters to the end destination.

As an artifact, the carpet is virtually indestructible (although it offers no protection to anyone attempting to use it as a protective element) and is always easily cleaned.

The wendways are mystical conduits laced throughout Dragon's Delve and the region surrounding it. Read more about them below.

Connections: This area connects to area 313 (after a fashion).

See the map of Level 10.

THE WENDWAYS

When Tral-Ferrar created a magical carpet to facilitate his escape from his imprisonment in Dragon's Delve, he accessed a mystical space within space created by the chaos magic that infuses the area, seeping up from the broken Entropy Engine. This space, called the wendways, can be used to travel almost instantaneously throughout much of Dragon's Delve and even the surrounding area. Only certain areas in the real world intersect with the wendways, however, and one cannot use the wendways to reach a locale that they have not personally seen.

The wendways intersect with these areas in Dragon's Delve: 2, 24, 36, 40, 63, 87, 118, 133, 136, 143, 147, 173, 197, 214, 243, 254, 264, 272, 283, 291, 305, and 314. Further, the wendways connect to the middle of the ruins of Chordille Keep, just outside Terregaunt's Tower, and the secret hidden basement room of the Lost Shepherd.

As more of Dragon's Delve is detailed, this list will grow. The DM is free (and in fact encouraged) to add more locations

as befits the nature of the campaign. Alternatively, the intersect locations could

change over time. The wendways don't intersect areas not physically close to Dragon's Delve (like Khorant), in another sort of dimension or kind of space (like Level 4), or on another plane, in part or in whole (like much of Level 7).

Characters with access to the wendways, such as those standing atop the completed carpet of Tral-Ferrar, know the locations that they can travel to. The DM should be specific, pointing out the locations they are aware of on their map, and/or describing them: "the room that serves as a gate to Khorant," or "the room on Level 9 with the big lion-man statue in it." Remember, however, that characters can only travel to locations they have physically seen. So if the PCs never found area 40, for example, they won't know about it. Still, if desired, the DM could drop cryptic hints, such as "it seems strange to your characters that there isn't an intersect point on Level 2 that you know of," or even, "you sense that there is another intersect point on Level 3 other than the stairs, but you're not sure where it is." This might send them on a renewed exploration of levels they thought they were done with.

Travel through the wendways is like flying through narrow corridors of light at incredible speeds that twist and bend at impossible angles. Such travel is not without a cost. Travelers must make a Will saving throw (DC 20) each trip. Failure results in 1d3 points of Wisdom damage.



APPENDIX A: MONSTERS & NPCS

Advanced Invisible Stalkers (Neutral) (Room 298)

Huge Elemental (Air, Extraplanar) CR 9

Initiative +8 **Spd** 30 ft, fly 30 ft (perfect)

HD 16d8+64 **hp** 136

AC 19, touch 12, flat-footed 15

BAB/Grapple +12/+28

Attack +19 melee (3d6+8, slam)

Full Attack +19 (3d6+8, 2 slams)

SQ Darkvision 60 ft., elemental traits, improved tracking, natural invisibility

Fort +9, **Reflex** +14, **Will** +7

Str 26, **Dex** 19, **Con** 18, **Int** 14, **Wis** 15, **Cha** 11

Crucial Skills Listen +21, Move Silently +23, Spot +21,

Other Skills Search +21, Survival +2

Crucial Feats Combat Reflexes, Dodge, Mobility

Other Feats Improved Initiative, Track, Weapon Focus (slam)

Natural Invisibility (Su): Unaffected by invisibility purge. Can be seen as vague outline by see invisibility or true seeing.

Improved Tracking (Ex): Use Spot instead of Survival for following tracks.

Advanced, Fiendish Phase Spider (Neutral Evil) (Room 311)

Huge Magical Beast (Extraplanar) CR 10

Initiative +7 **Spd** 40 ft, climb 20 ft

HD 14d10+70 **HP** 147

AC 25, touch 11, flat-footed 22

BAB/Grapple +14/+30

Attack +21 melee (1d8+11 plus poison, bite)

SA Poison (DC 24, 1d8 Con/1d8 Con), smite good 1/day +14 damage

SQ Darkvision 60 ft., ethereal jaunt, low-light vision, SR 19, DR 10/magic, cold and fire resistance 10

Fort +14, **Ref** +12, **Will** +8

Str 27, **Dex** 16, **Con** 20, **Int** 7, **Wis** 14, **Cha** 10

Crucial Skills Climb +21, Move Silently +15

Other Skills N/A

Crucial Feats Power Attack

Other Feats Ability Focus (poison), Improved Initiative, Iron Will, Weapon Focus (bite)

Possessions *Golem armor*, bag with 12 miscellaneous gems (200 gp each)

Bargelos (Room 310)

Old Gold (Red) Dragon (Chaotic Evil)

Gargantuan Dragon (Fire) CR 21 **Init** +2

Spd 60 ft, Swim 60 ft, Fly 250 ft (clumsy)

HD 29d12+261 **HP** 456

AC 40, touch 6, flat-footed 38

Languages Abyssal, Celestial, Common,

Draconic, Dwarven, Elvish, Giant, Goblin, Halfling, Ignan, Orcish

Space/Reach 20 feet/15 feet

BAB/Grapple +29/+56

Attack +41 melee (4d6+15, bite)

Full Attack +41 melee (4d6+15, bite), +38 melee (2d8+7, 2 claws), +38 melee (2d6+7, 2 wings), +38 melee (2d8+22, tail slap)

SA Breath weapon (60 foot cone of fire, 16d10 damage, Reflex DC 33), crush (DC 33, damage 4d6+22), frightful presence (DC 29)

SQ Darkvision 120 feet, blindsense 60 feet, low-light vision, SR 27, DR 10/magic, immune to sleep, paralysis, water breathing, detect gems, luck bonus, spell-like abilities: 3/day--*bles*s, 1/day--*geas/quest*, *evasion*

Fort +25, **Ref** +18, **Will** +25

Str 41, **Dex** 14, **Con** 29, **Int** 26, **Wis** 29, **Cha** 21

Crucial Skills Bluff +15, Concentration +25, Heal +15, Jump +34

Other Skills Appraise +18, Decipher Script +13, Disable Device +13, Diplomacy +21, Intimidate +36, Knowledge (history) +37, Knowledge (loca) +18, Knowledge (nature) +18, Knowledge (nobility) +21, Knowledge (religion) +18, Knowledge (planes) +18, Spellcraft +20

Crucial Feats Cleave, Flyby Attack, Hover, Power Attack, Snatch

Other Feats Improved Critical (bite), Multiattack, Weapon Focus (bite)

Spells 6/8/8/7/7/5 CL 11 sorcerer, +41 melee touch, +31 ranged touch

5th--*mind fog* (DC 21), *summon monster V*
 4th--*dimensional anchor, ice storm, summon monster IV*
 3rd--*cure serious wounds, dispel magic, displacement, lightning bolt* (DC 19)
 2nd--*hold person, hypnotic pattern* (DC 18), *invisibility, summon monster II, whispering wind*
 1st--*hold portal, shield, sleep* (DC 17), *summon monster I, unseen servant*
 0--*acid splash, arcane mark, daze* (DC 16), *detect poison, flare* (DC 16), *ghost sound* (DC 16), *open/close, prestidigitation, ray of frost*
Possessions +6 bracers of armor, ring of evasion, scroll of teleport, armband with the fifth of the Twelve Secret Sigils sewn into it (see area 309)

Ilesthem CR11 (Room 291)

Male Half-Elf Wizard 11 (Chaotic Neutral)

Init +3 **Speed** 30 ft
HD 11d4+11 **hp** 47 (60 with false life)
AC 18, touch 13, flat-footed 15

Languages Common, Elven, Giant, Halfling, Goblin

BAB/Grapple +5/+4

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

SQ low-light vision, immunity to sleep, half-elf traits and low-light vision

Fort +8 **Ref** +8 **Will** +8

Str 9, **Dex** 17, **Con** 13, **Int** 18, **Wis** 8, **Cha** 12

Crucial Feats Dodge, Empower Spell, Silent Spell, Spell Focus (Evocation)

Other Feats Alertness, Brew Potion, Great Fortitude, Scribe Scroll

Crucial Skills Concentration +9, Listen +4, Spot +6

Other Skills Diplomacy +6, Gather Information +7, Knowledge (Arcana) +15, Search +9, Spellcraft +19

Spells (CL 11, +4 melee touch, +8 ranged touch)

6th--*big forceful hand*

5th--*summon monster V, symbol of sleep* (already cast)

4th--*stoneskin, wall of fire, warding globes* (DC 20)

3rd--*deep slumber* (2) (DC 17), *fireball* (DC 19), *protection from energy*

2nd--*false life* (already cast), *ghoul touch* (DC 16), *icebolt, invisibility* (already cast once) (2)

1st--*jump, magic missile* (2), *ray of enfeeblement, shield*

0--*dancing lights, ghost sound* (DC 14), *light, mage hand*

Possessions masterwork dagger, +4 bracers of armor, +1 amulet of natural armor, +2 gauntlets of Dexterity, +2 cloak of resistance, potion of displacement, potion of aid, scroll of warding globes, scroll of empowered fireball (2), and wall of fire, scroll of summon monster VI, scroll of break enchantment and water breathing, 7 gp, spell components.

Summoned Warrior (Neutral) (Room 303)

Human Warrior 6 **CR** 5

Init +1 **Speed** 20 feet

HD 6d10+6 **hp** 40

AC 18, touch 11, flat-footed 17

BAB/Grapple +6/+9

Attack +10 melee (1d10+5, halberd)

Full Attack +10/+5 melee (1d10+5, halberd)

Fort +6 **Ref** +3 **Will** +3

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

Crucial Feats Combat Reflexes, Dodge, Improved Sunder, Power Attack

Other Feats N/A

Crucial Skills Climb +8, Jump +8.

Other Skills Intimidate +8

Possessions +2 chainmail, +1 halberd

APPENDIX B: SPELLS & MAGIC

SPELLS

Icebolt

Evocation [Cold]

Level: Drd 2, Sor/Wiz 2

Components: V, S

Casting Time: One action

Range: Medium (100 feet + 10 feet/level)

Target: One creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

A bolt of razor-sharp ice launches from the palm of your hand at a single target. You must make a normal ranged attack roll; if you succeed, the bolt inflicts 2d6 points of piercing damage and 1d6 points + 1 point per level (maximum +10) of cold damage. If the attack roll misses, calculate whether it would have hit as a ranged touch attack. If so, then the bolt strikes and inflicts only the cold damage. If the ranged touch attack misses, there is no effect.

Intrusion Ward

Abjuration

Level: Wizard 6

Components: V, S, M

Casting Time: One hour

Range: Close (25 feet + 5 feet/two levels)

Area: Two ten foot cubes per level

Duration: Permanent

Saving Throw: None

Spell Resistance: No

This spell increases the Open Locks DC of all locks and the Search DC and Disable Device DC of all traps in the area by 10. This bonus does not stack with any other magical bonuses, and the caster must be aware of each lock and trap to affect it. All locks in the area gain a Spell Resistance to knock spells and all walls, floors, ceiling, doors and windows gain Spell Resistance against spells that would affect them directly, such as *disintegrate*, *passwall*, and so on (but not spells that affect a character, such as *teleport* or *ethereal jaunt*). The SR is equal to 15 plus the caster's level.

Material Component: 500 gp worth of powdered dragon horn.

Warding Globes

Evocation [Force]

Level: Wiz/Sor 4

Components: V, S, M

Casting Time: One action

Range: Personal

Effect: One 2-inch globe/two levels (maximum six)

Duration: One minute per level or until discharged

Saving Throw: Reflex half

Spell Resistance: Yes

You create a number of small globes of force energy that float around your body

within 5 feet of you. (The ignorant might mistake them for ioun stones.) These globes hover protectively around you, granting a +1 deflection bonus to your Armor Class per globe (so a caster with three globes enjoys a +3 bonus to Armor Class). Further, whenever a foe attempts to make an attack of opportunity against you, a globe intercepts the attack (foiling it) and deals 2d6 points of force damage to the attacker (Reflex save for half). This action discharges and destroys the globe. If the attacker makes the assault with a reach weapon (not a natural weapon with reach), the globe still foils the attack but inflicts no damage: The foe was out of its range. This action also discharges and destroys the globe.

The spell distinguishes attacks of opportunity based on your actions: Whenever you let your guard down—described in game terms as “provoking an attack of opportunity”—the globes are there to protect you. Attackers cannot specifically target the globes—they unerringly dodge such attacks. Each time a creature with spell resistance makes an attack of opportunity against a caster with warding globes, the caster must make an SR check. Failure means the creature can make the attack of opportunity as normal that round.

Material Component: A small glass sphere worth 10 gp for each globe to be created

ITEMS

Diamond Lance

This artifact appears to be a ten-and-a-half-foot long silver and green lance with a tip of diamond. Although the tip is intact, the long shaft is visibly cracked. A close examination by an expert suggests that while it is still usable as a weapon, it could break if used. And in fact, this is true. The lance can be used once as a +5 *weapon* before it breaks, never to be repaired. The true power of the lance, however, can only be activated when the phrase “sunder all” is spoken when the lance tip touches an object, either in combat or simply with a gentle tap. So used, the diamond lance breaks any inanimate object (DM’s discretion). Using this effect breaks the lance as well.

The lance was made by a trio of demigods in a war with the horrific demon lord Orcus who at the time wore an unbreakable breastplate that rendered him virtually immune to harm. The lance shattered the demon’s armor and wounded him grievously, forcing him to retreat back to his lair in the dark realms for many years thereafter. However, the force of the blow and the strength of the armor cracked the lance on its very first use. Legends tell of many other things the diamond lance has supposedly broken or sundered, ranging from castle walls to mountains to the heart of a joyous angel, but none of these stories are true.

Overwhelming Transmutation; CL 21

The White Carpet of Tral-Ferrer

This artifact is three feet wide and five and a half feet long, woven of white, green, and gold silks of the rarest quality. The design is beautiful and decidedly abstract. Those looking very closely (Search DC 25) notice that the pattern slowly shifts. The carpet has no magical aura. It cannot be affected by any *divination* spell.

The first time anyone willing touches the carpet he or she must make a Fortitude saving throw (DC 20) or become permanently paralyzed, deaf, and blind. These conditions can be alleviated in the normal ways (*remove paralysis, cure blindness/deafness, break enchantment, dispel magic*). A character cannot be affected by this more than once, and those that successfully save never need save again. Once the carpet is claimed by a living character, however, this effect is cancelled.

The carpet’s main power is transferred to the room in which it lies, but only if laid out on the floor properly, taking three full rounds to do so. The room cannot be larger than 1000 square feet. All spells cast in the room (as opposed to into the room from outside) must overcome Spell Resistance 25 in order to succeed. This, however, is not true for anyone standing on the carpet. Not only do they not face this special SR, but all of their spells are cast at one level higher than normal.

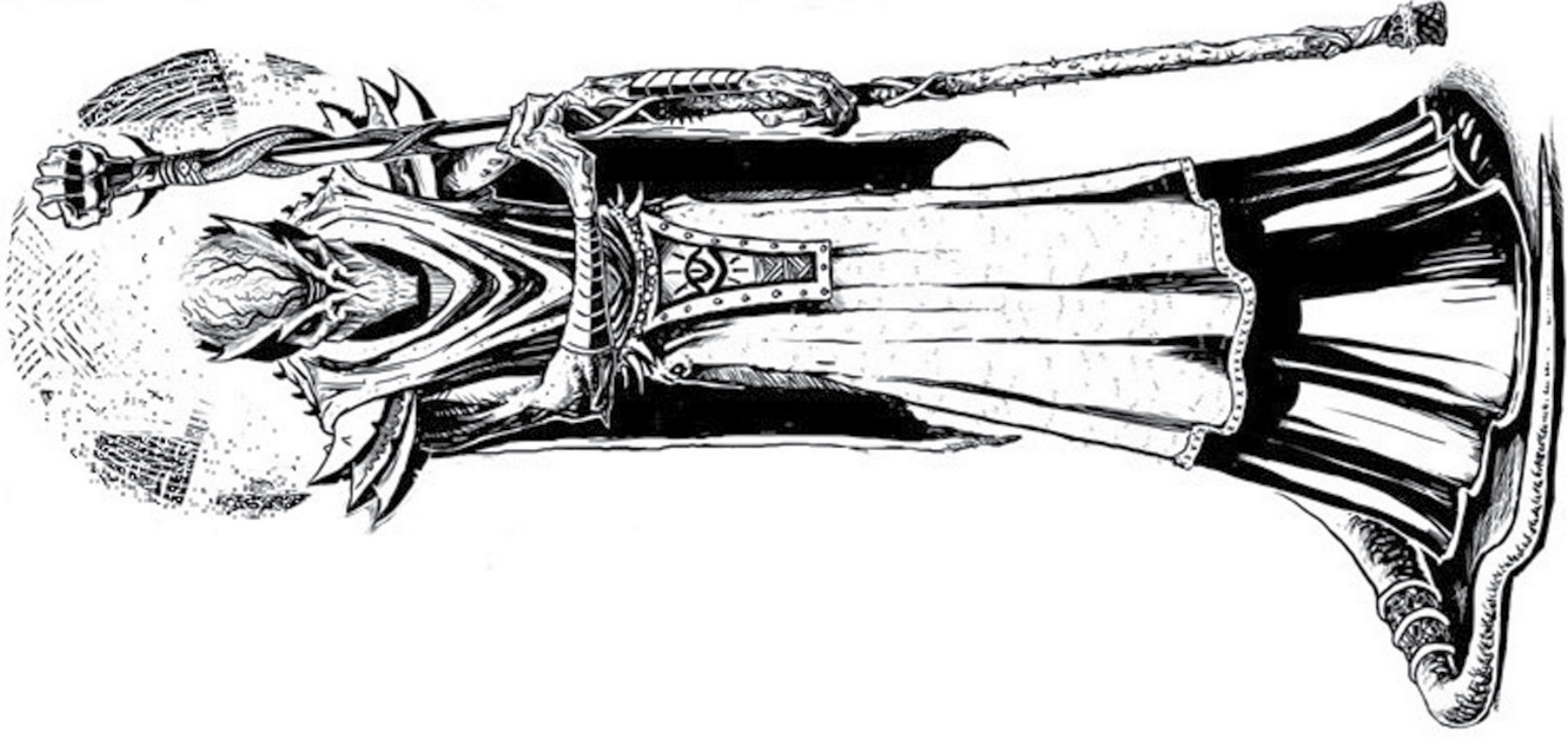
Bringing it into direct contact with one of the other carpets of Tral-Ferrer produces other effects. The two carpets immediately and permanently fuse into a 6 foot by 11

foot carpet of flying. Use the stats for a 10 foot by 10 foot carpet. All involved with fusing the two carpets know the command word, “Raithis.” Both carpets instantly lose all other properties (other than the fact that they still do not have magical auras, are indestructible, and can combine with the third carpet).

If all three carpets of Tral-Ferrer come into contact with each other, they permanently fuse into a single 12 foot by 12 foot carpet. All carpets lose all other properties other than that the new carpet has no magical aura and is indestructible. The new carpet provides access to the wendways to anyone standing atop it (up to 10 medium-sized creatures can squeeze atop it), and travels with a character or characters to the end destination.

As an artifact, the carpet is virtually indestructible (although it offers no protection to anyone attempting to use it as a protective element) and is always easily cleaned.

APPENDIX C: HANDOUTS



Birshwar Illustration

ne. Thockburne suggested that we touch all
four rubies at one time, but Aflat took him
to the black and silver statue and we
to leave the chamber for the time
Hamal d [unclear] her about the

Pholaen's Speech

Pholaen's Speech

"Long had I wished to tread upon the soil of a world other than my own. Upon first hearing that such a place might exist, I knew that such would be my quest. I would not be a prisoner of this one world, this one plane, this one infinite realm. I must know them all. I must have them all. I knew this then, and I know it now.

"Years later, my research and laborious study proved fruitful and yet I was not driven to joy but to melancholy. The worlds were too numerous, I learned; too removed for me to easily traipse from one to the next like a bee flitting from bloom to bloom. I needed to bring them together into a single nexus where I could view each, and travel to those that I wished to taste with little care or effort. For such a knot of metaphysical strings, however, I would need vast power--energies the likes of which the mortal realm knew not.

"I needed the power of a god.

"Fortunately, my newfound erudition revealed to me the answer the moment I posed the question. There was a god whose power lay untapped and unused, his wasted puissance deep below the surface. Deep below the subterranean complex created by the dwarves aeons prior. A place known as Dragon's Delve.

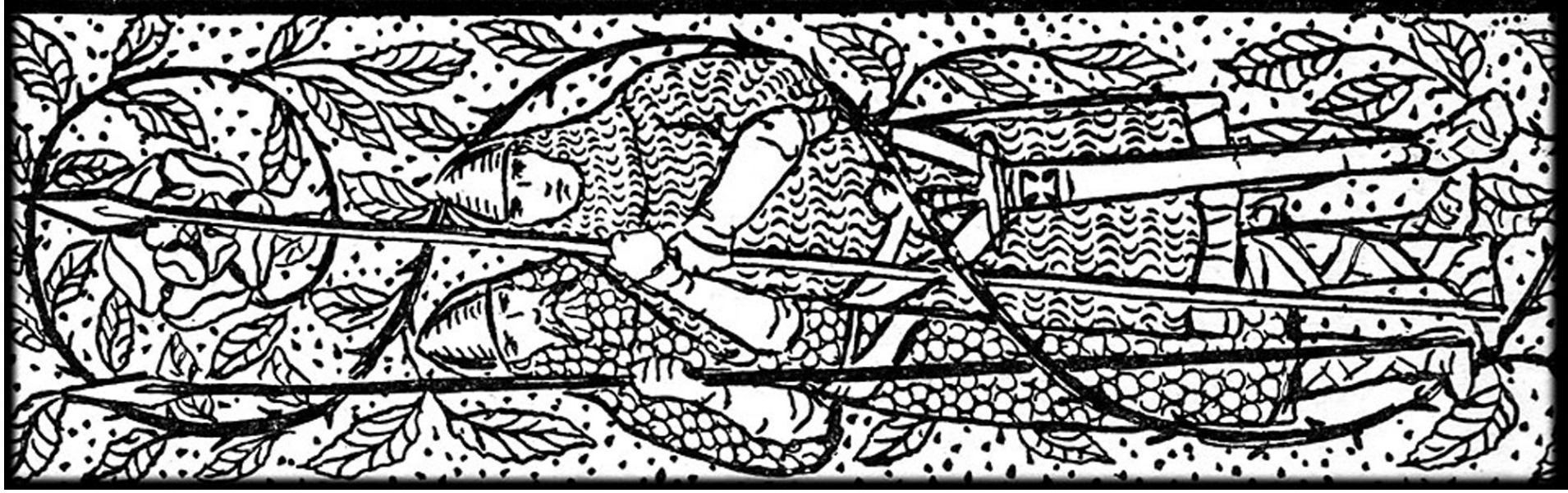
"Deep below even the darkest reaches of that dungeon lies the body of Iamon, primal god who fell to the world long before man walked upon its surface or dwarf delved beneath. Perhaps it was he that the dwarves dug toward at Queen Ryssa's command. Or perhaps not.

In either case, it was those very dwarves who first coined the term "chaos magic" to describe the energies that flowed up into their creation, altering matter both inert and living in seemingly random fashion. These expressions of so-called chaos magic, however, are the divine humors of Iamon, the by-products of the presence of his godly corpse in the mortal realm.

"I would tap into this power directly and harness it. To do so, however, I needed help. I found three other talented and like-minded souls: Lissandera, Shakaran, and Caval. Together, we devised and built the greatest creation of any mage before and very likely since: The Entropy Engine.

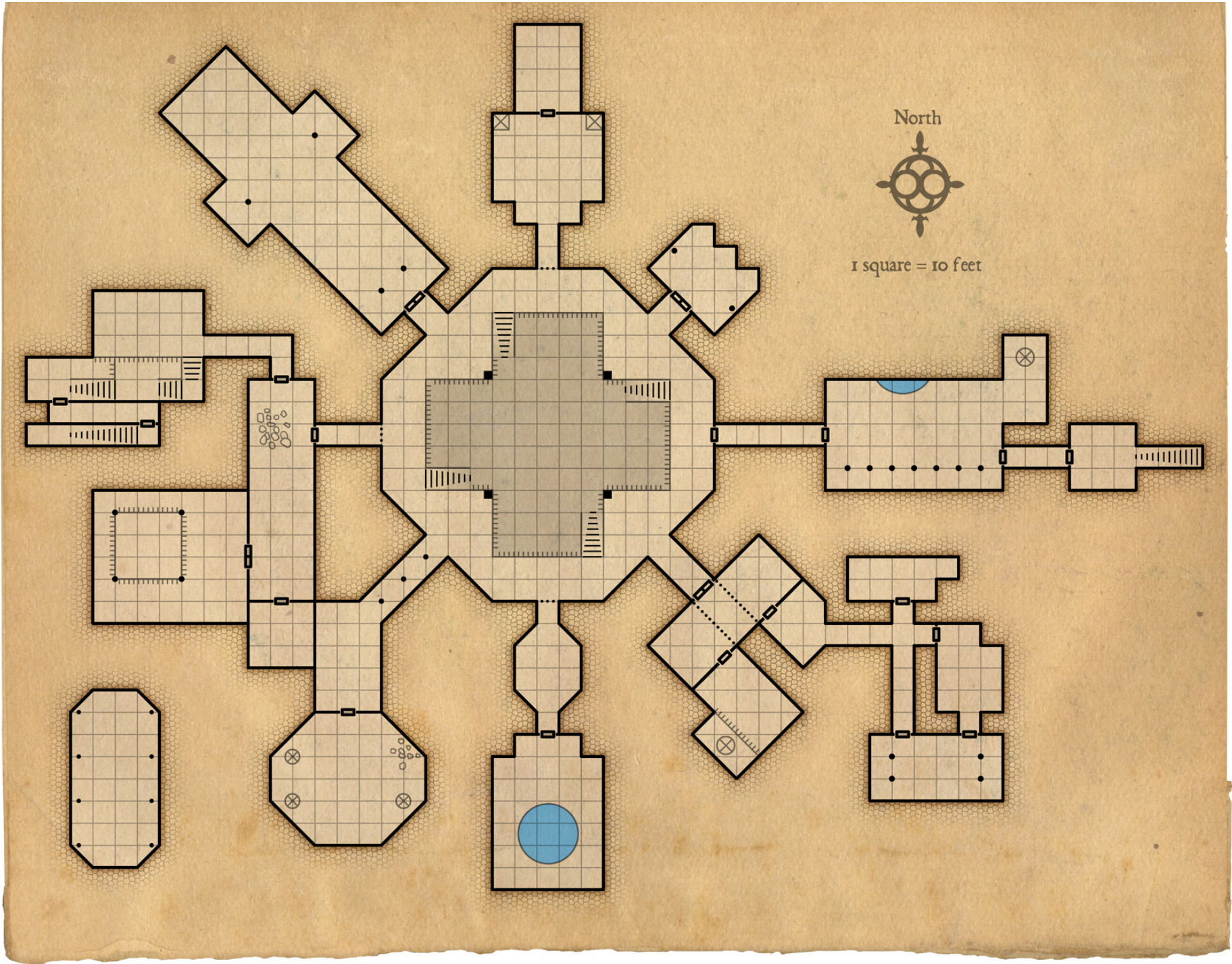
"Now all the worlds are mine to do with as I please."







Level Map No Secrets No Labels



APPENDIX D: GLOSSARY

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

BRING A GENIUS TO THE TABLE!

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