

DUNGEON A DAY

DRAGON'S DELVE LEVEL II: The Tomb of Orr

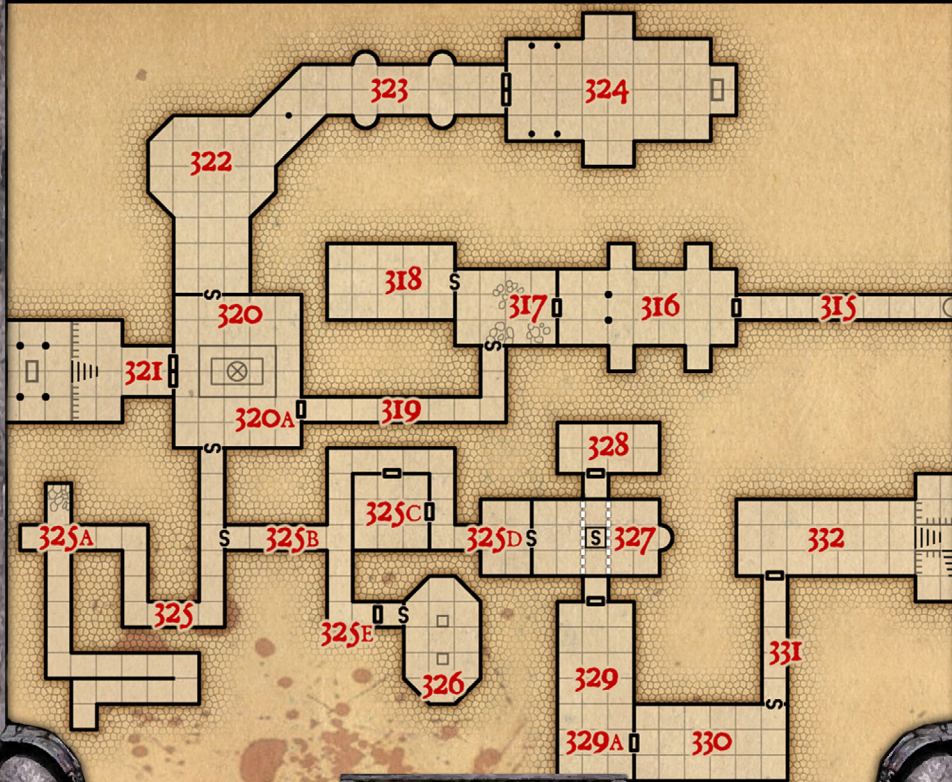
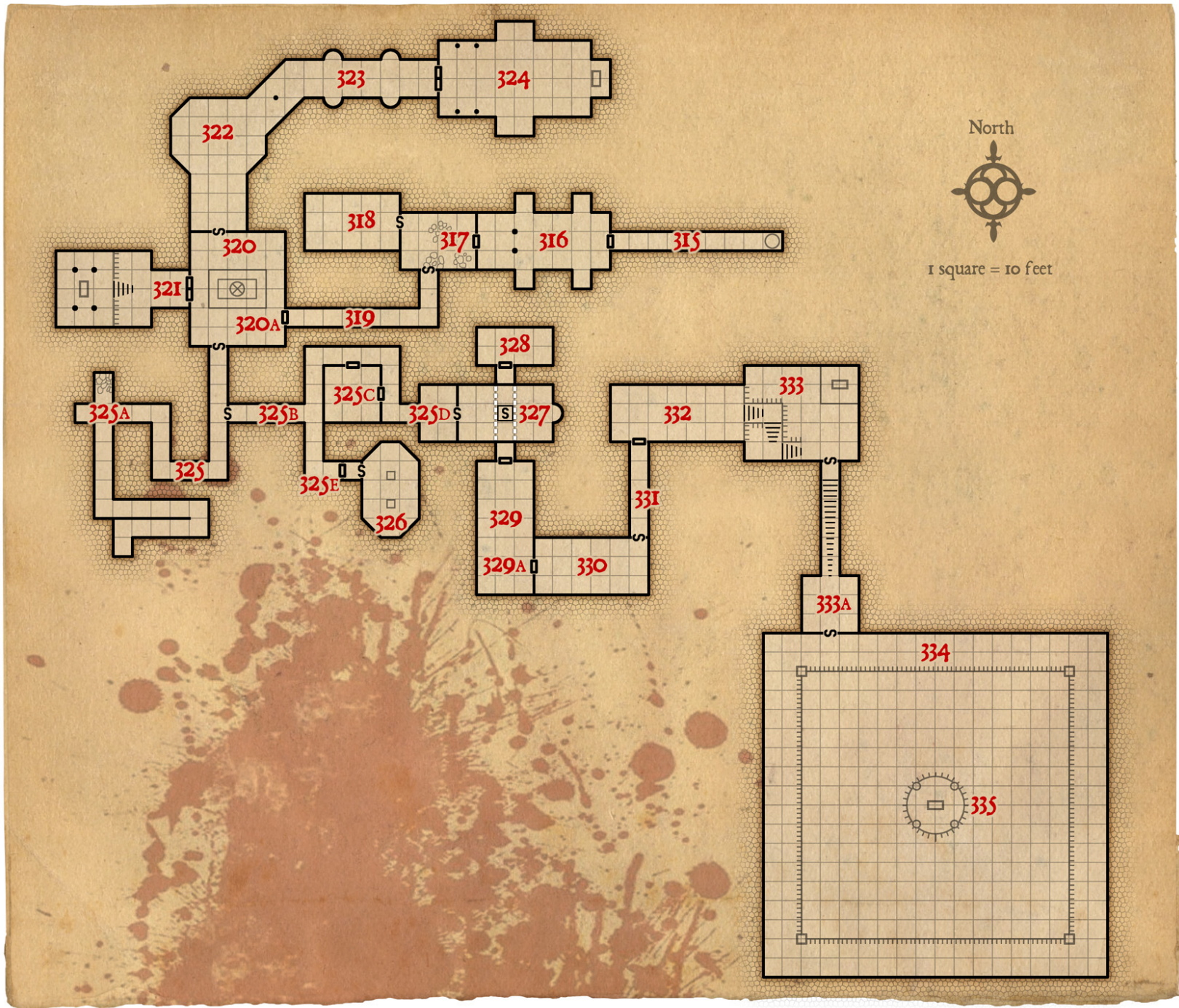


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DRAGON'S DELVE

LEVEL II: THE TOMB OF ORR

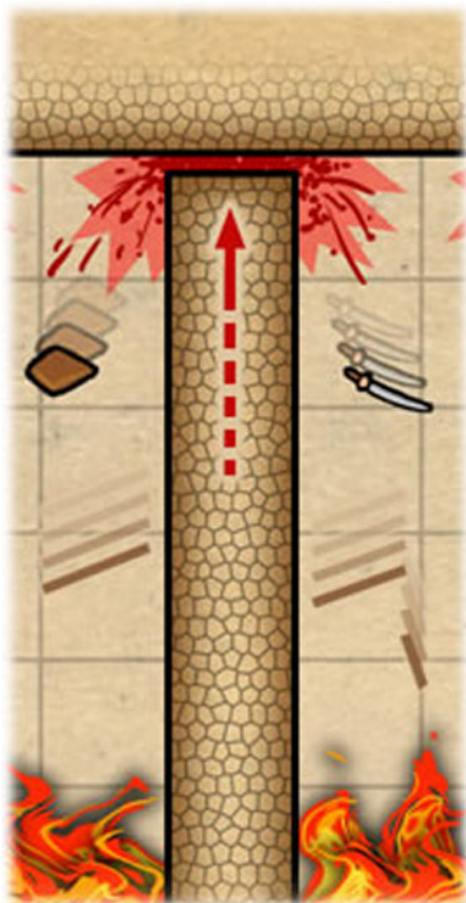


LEVEL II: THE TOMB OF ORR

The Tomb of Orr is not like other levels of Dragon's Delve. The entire level is hidden, and most of the residents of the dungeon don't even know it's there.

Orr died of an interplanar wasting disease for which no cure was ever found—even the most potent spells had no effect. The wizard-priest himself supervised much of the construction of his own tomb. When he became too ill to do so, he acquired the services of a satyr named Jumanik to finish the job for him. Jumanik put many of the puzzles in the level where Orr would have just put straightforward wards. The satyr also left clues out in the dungeon (such as in area 308) suggesting where the tomb could be found—he thought that if no one encountered his traps and puzzles, there would be no point to them.

Until the PCs arrive, however, Jumanik's clues have been for naught. No one has ever discovered the tomb or breached its defenses before. The level is exactly as Jumanik and Orr's servants left it.



There are very few combat encounters on Level 11. Most challenges are traps, puzzles, or other misdirections. Getting to the end (the actual tomb-area 335) of the level is a true accomplishment. Not every party will be up to the challenge. However, because of all the false tombs, those that do not actually make it may never realize that they never found the real tomb, and the real (awe-inspiring) treasure.

Unless the text states otherwise, the level's floors, walls, and ceilings are made of masonry stone, covered in stained, light brown plaster bearing frequent cracks and bare spots exposing bare stone. Ceilings are 15 feet high. Unless otherwise described, the doors on this level are locked (Open Locks DC 30) and relock if closed. They are made of six-inch-thick stone with a hardness 8, and 90 hit points. They have a Break DC of 32.

There are no random encounters for Level 11.

315. COLLAPSING HALL (EL 6)

Summary: Even the entry hall to the tomb is dangerous.

Entry Pit: To reach this hall, PCs must descend a narrow circular shaft lined with smooth bricks. It is 40 foot deep and at the far eastern end of the corridor. This secret entrance can be found in area 308.

Sights and Sounds: This hallway is dark and quiet.



A long hallway stretches to the west, where you see a stone door. The walls of the corridor angle inward toward the top, making the ceiling at least three feet narrower than the floor. Cracked plaster walls bear detailed frescoes of scenes from a myriad of myths and well-known, if quiet old, folktales. At your feet, black letters have been inscribed on the floor, reading, "Beyond lays the crypt of the Wizard-Priest Orr. Trespass here and provoke the gods themselves."

Frescoes: Simple checks of any of a varied number of skills, including Knowledge (religion), Knowledge (local), Knowledge (history), or Knowledge (arcana), will reveal some or all of the myths and legends depicted here. The common theme appears to be mortals taking actions that anger one or more gods and are punished for it.

Rigged Collapse: Should the PCs proceed down the hall, they hear a booming voice say in Common, "Do you test the wrath of the gods!" This is followed by a tremor beneath the PCs' feet, and dust falling from the ceiling.

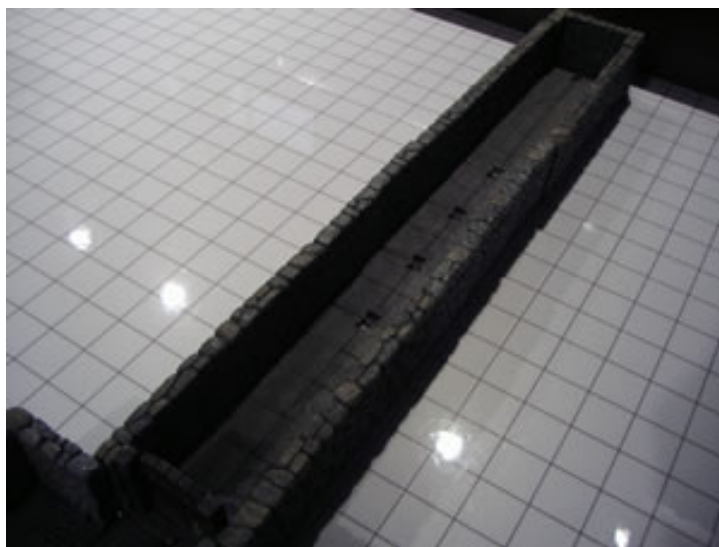
If they make it halfway down the corridor, another, much stronger tremor occurs, and blocks from the walls and ceiling fall down in an apparent collapse. This is not an actual tremor and certainly isn't the work of the gods. Instead, it's a bit of well-done (but still dangerous) fakery.

Falling Stone Blocks Trap: CR 6; mechanical; location trigger; manual reset; Damage 6d6, Reflex save (DC 22 for half damage); multiple targets (all characters in hallway); Search DC 20 (35); Disable Device DC 25.

Regarding the Search check DC of the trap, a DC 20 check reveals that the hallway is unstable and dangerous, but a DC 35 check is needed to determine that it is in fact just a carefully and intentionally rigged trap to stage a collapse. However, a Knowledge (engineering) check (DC 18) after the "collapse" can confirm that the collapse here was rigged and there in fact is no further danger by proceeding.

Door: The stone door at the western end is locked (Open Locks DC 35).

Development: If the PCs leave the entrance to the pit in area 308 open, various dungeon inhabitants will learn of Level 11's existence.



Upping the Ante (EL 8): Increase the damage of the trap to 10d6 and the Reflex save DC to 25.

Connections: This area connects to area 308 and area 316.

See the map of Level 11.

316. SHRINE (EL 11)

Summary: A shrine dedicated to the glory of the Wizard-Priest Orr himself.

Door from the East: This door is locked (Open Locks DC 35)

Sights and Sounds: This area is dark and quiet.

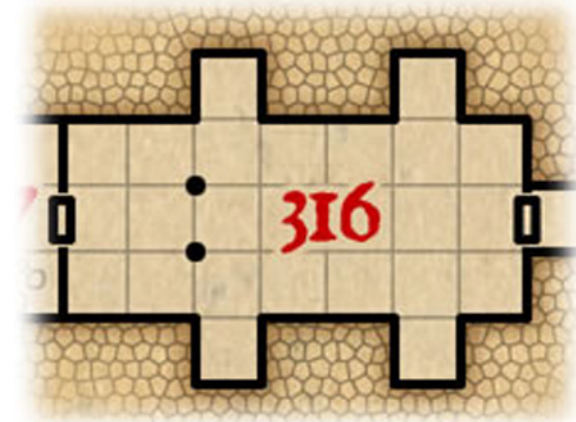
A rough stone floor and drab, cracked, plaster-covered walls make up this room. Both the north and south walls have two large alcoves that appear empty. A pair of pillars made of what appears to be solid bronze stand near each other in the western half of the room.

Alcoves: If anyone comes within 10 feet of any of the alcoves, a projected image--obviously an illusory creation--appears within. Although each alcove produces the image of a different figure, all are human, with regal bearing and clothing. All wear amber rings. The images move and speak although each remains within the alcove in which it appeared. They speak Common, and recite a litany of praises for the Wizard-Priest Orr.

They speak of monsters Orr defeated, diseases he cured, fortresses and cities that he built, and wondrous places (many on different planes) that he discovered and explored.

Of particular note, however, one figure tells the legend of the Crucible of Orr:

"After Orr began to study arcane magic, he met a mysterious woman named Alissafon. She asked him if he wanted to be more than a typical wizard, to rise above the ranks of most others, he would have to test himself. Orr did not know what Alissafon meant. Did a wizard not always test himself with each new bit of lore learned, or each new challenge overcome?"



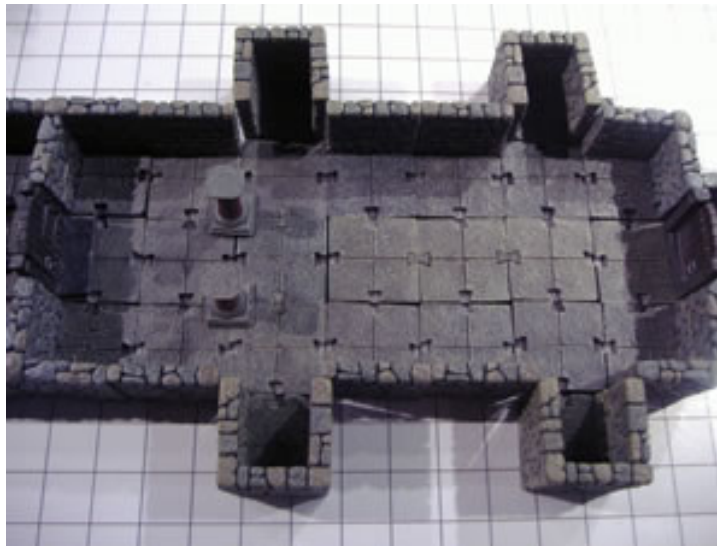
“Alissafon told him that a truly great wizard does not test himself against the spells he acquires or the enemies he defeats. A wizard can only test himself against... himself. So he created a test for himself: an almost impossible test. He called it his crucible. No one knows exactly what the test comprised, but we do know one thing. Orr passed the test.”

Knowing this legend may turn out to be useful to PCs in area 324.

Door to the West: This door is locked (Open Locks DC 35), and trapped so that when it opens and someone passes through, the next application of 250 pounds of weight placed upon it (probably the next two people going in) trigger a pit trap that opens beneath them. Two rounds after the pit trap opens, poison gas fills this entire room. Like with many of the traps on this level, magic has been applied to make these difficult to find and disarm. Although there is no magical aura, this effect can be *dispelled* (CL 15), reducing the Search and Disable Device DCs by 15.

Wide Poison-Spiked Pit Trap: CR 10; mechanical; location trigger, manual reset; multiple targets (all in 10 foot by 10 foot area east of the door); DC 20 Reflex save avoids; 100 feet deep (10d6, fall); pit spikes (Attack +10 melee, 1d4 spikes per target for 1d4+5 each); poison (DC 20 Fortitude save resists, 1d6 Dex/1d6 Dex); Search DC 35; Disable Device DC 35.

Poison Vapor Trap: CR 8; mechanical; location trigger; repair reset; multiple



targets (all targets in the room); onset delay (2 rounds); poison (gas, DC 18 Fortitude save resists, 1 Con drain/3d6 Con); Search DC 35; Disable Device DC 35.

Development: It is possible that one or more PCs will be teleported to this chamber from area 321. They appear in the middle of the room.

Connections: This area connects to area 315 and area 317. See the map of Level 11.

317. RUINED CRYPT (EL 10)

Summary: The first of many false crypts on this level.

Door: The door into this room is locked and trapped. See area 316 for more information.

Sights and Sounds: This area is dark and quiet.

This chamber lies in ruin. Perhaps once there was some kind of large central structure--a

crypt?--built in the center, but now it is mostly a pile of rubble. The ceiling, floor and walls are bare stone, filled with cracks and broken sections.

Ruins: Searching through the rubble, PCs can find a few bits of human bones, and very old torn silk. Those succeeding at a Search check (DC 20) find a broken stone plaque that reads, “Here Lies the Grea” but the rest is broken.

In addition to the other things amid the ruined crypt, PCs can find a pair of bracers of defenselessness, one of them still on the dried husk of a human arm. There is also a small golden cask (worth 100 gp) containing a gold ring with the inscription, “Orr” on the inside (worth 150 gp) and a smoking pipe of ivory and wood (worth 75). Those succeeding at a more difficult Search check (DC 25) find a small wooden box containing one dose of tobacco of runesmoke.

Secret Door to the West: This secret door will very likely be found before the other door in the south. It slides into the floor when a secret button (Search check DC 30) is found and pressed.





Secret Door to the South: This door is hidden behind a pile of rubble and rock which must be cleared away before it can be found. This takes 4 man-hours of work. Once the rubble is cleared, finding the door requires a Search check (DC 35). The door is locked (Open Locks DC 35) and trapped so that a prismatic spray blasts into the chamber when the door opens.

Prismatic Spray Trap: CR 10; magic device; no reset; spell effect (prismatic spray, 15th-level wizard, DC 20 Reflex, Fortitude, or Will save, depending on effect); Search DC 47; Disable Device DC 47.

Like with many of the traps on this level, magic has been applied to make the trap difficult to find and disarm. Although there is no magical aura, this effect can be dispelled (CL 15), reducing the Search and Disable Device DCs by 15.

Background: The rubble and wreckage here was all intentionally placed by Jumanik. It's not real. It's stage dressing of a sort.

Connections: This area connects to areas 316, 318, and 319.

See the map of Level 11.

New Item

Tobacco of Runesmoke: This magical tobacco is only activated if smoked in a pipe of fine craftsman ship (worth at least 30 gp). Once imbibed, the tobacco allows the smoker to blow smoke in the shape of a magical symbol of his choosing (*sleep, fear, stunning, weakness, persuasion, insanity, pain or death*) as a full round action up to three times.

The symbols must be created within 15 minutes of initially lighting the pipe.

Strong Necromancy; CL 15; Craft Wondrous Item, *symbol of sleep, symbol of fear, symbol of stunning, symbol of weakness, symbol of persuasion, symbol of insanity, symbol of pain, symbol of death*; Price 15,000 gp

318. SECRET PUZZLE (EL 6)

Summary: The solution to a puzzle here gives access to Orr's treasure--or does it?

Sights and Sounds: This area is lit but quiet.

Flames burn in large, open braziers made of brass blackened by fire. These braziers flank a large stone panel that rests against the western wall bearing a relief carving of a set of scales with one side slightly lower than the other.

Secret Door: This door is clearly visible from the western side, as is the button that causes it to sink into the floor.

The Braziers: The braziers each burn with a continual flame, and are affixed to the floor.

Relief Panel: The relief clearly has two spots where something is missing. Something about the size of a man's fist can fit into one of two niches in the carving, each positioned on one side of the scale, so that if something was placed in each niche, it would appear as if the scale was weighing the two objects. Placing anything other than the keyed stones hidden in the floor, however, produces no effect.

Hidden Floor Cache: On the floor immediately in front of the stone panel, a removable stone (Search DC 30) may be moved to reveal a small cache containing two fist-sized stones, each bearing an inscription in Draconic. The first reads, "The holy days celebrated in a thousand years." The second reads, "All the inches in a single mile walked by a living man."

The Puzzle: The stones in the hidden cache are meant to be placed within the relief. Figuring out which stone goes into which niche is a puzzle. The solution to the puzzle is to place the first stone in the higher niche and the second in the lower niche, so that when complete, it appears that inches





in a mile is heavier than holy days in a thousand years. This is because there are 63,360 inches in a mile and about 52,000 holy days in a thousand years. (Note to DM: this puzzle assumes that the campaign's got 7 day weeks, 52-week years, and one holy day each week, and that this is common knowledge. If this is not the case, you will need to change this.)

If the stones are placed in the wrong niches, everyone in the room must make a Will saving throw (DC 22) to avoid being permanently *feble-minded*. If the PCs place the correct stones into the correct niches, a golden chest appears in front of the stone relief. The chest bears the inscription in Draconic, "The hoard of the Wizard-Priest Orr, to give him comfort in the afterlife."

Background: Jumanik, of course, put together this puzzle.

Treasure: The beautiful gold and oak chest itself is worth 500 gp. It has a simple lock

(DC 20) and no trap. Inside are 3,500 gp, a carved teakwood box (50 gp) containing a *wand of owl's wisdom* (50 charges), a pair of magical shoes that conform to the wearer's feet, are supremely comfortable and never wear out (100 gp), a small silver box (50 gp) containing 3 silver rings (100 gp each), and two sticks of *incense of meditation*.

This is, of course, a fake treasure to throw off tomb-robbers.

Development: It is possible that one or more PCs' gear and clothing will be *teleported* to this chamber from area 321. It appears in the middle of the floor.

Connections: This area connects to area 317. See the map of Level 11.

319. CRUSH AND BURN (EL 9)

Summary: The hallway is an elaborate and deadly trap. You will need the Crush and Burn diagram (see Appendix B).

Sights and Sounds: The hall is dark and quiet.

This corridor runs mainly east and west, with a bend to the north at the eastern end.

Secret Door: This door is clearly visible from the south side. It is locked (Open Locks DC 35) and trapped (see area 317 for details).

Floor: A very simple Search check (DC 13) reveals that portions of the corridor's floor appear to be thin wooden panels covered with plaster made to look like stone. Specifically--assuming the PCs are coming from the north, the first 10 foot by

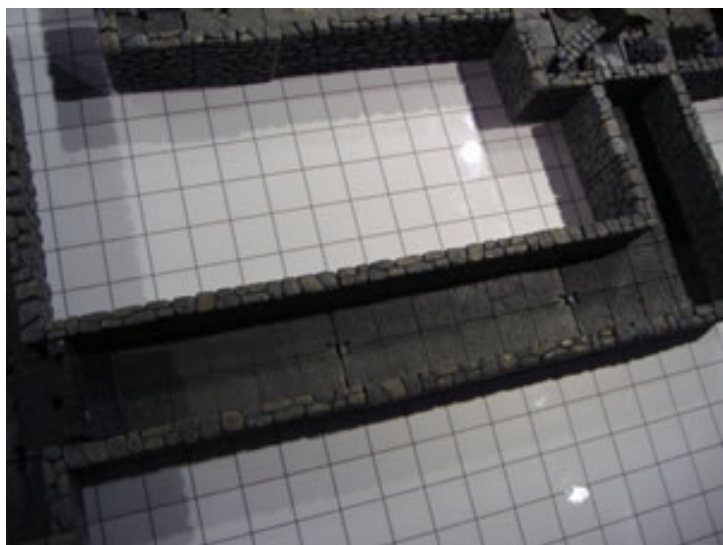
10 foot section of the east-west portion of the corridor after the turn (see the diagram). Cautious PCs will likely find a way to jump, climb, or even fly over it, but even if they do not, it is safe to walk across (for now). Beyond it, they'll find a 5 foot section (10 feet wide--the width of the corridor) of solid stone, and then another fake floor section. The trap really activates when the second (of four) fake floor sections is crossed, and the center of the corridor is reached by any means (even flying).

At this point, porticulises (hardness 10, 60 hit points, Break/Lift DC 25) drop 55 feet apart, 10 feet from the western door and 5 feet from where the corridor turns to the north. Magical flames below the fake floor sections ignite, quickly destroying them. Anyone standing on them falls 20 feet into ultra-hot flames below. Anyone standing on the stone portion of the floor is safe--for one round. Then, the floor sections smash up into the roof with great force.

If at any time the PCs intentionally break or remove a fake floor section, it simply appears to be a 20 foot deep pit.

Fiery Pit Trap: CR 6; mechanical; location trigger, repair reset (floor); multiple targets (all in four 10 foot by 10 foot sections of the





The raised floor sections retract on the next round, but the flames do not extinguish. Those in the pit, even partially, suffer the fire damage--no save. If the center of the hallway is crossed again, the stone sections smash into the ceiling again on the following round.

Getting Back Across: Should the PCs cross the hallway after setting off the trap, getting back out is almost as much a challenge, with four fiery pits to cross, and three crushing floor sections when anyone crosses the middle of the passage.

Connections: This hall connects area 317 and area 320.

floor); DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); flames (6d6 damage per round); Search DC 13 (30); Disable Device DC 35.

Regarding the Search check DC of the trap, a DC 13 check reveals the fake sections of the floor, but a DC 30 check is needed to determine magical flames will ignite if the center of the hall is reached.

Crushing Floor Trap: CR 8; mechanical; location trigger; automatic reset; multiple targets (all targets on three 5 foot by 10 foot sections of the floor); onset delay (1 round); crush (12d6 damage, DC 25 Reflex save avoids, but successful characters automatically fall into Fiery Pit Trap, above); Search DC 35; Disable Device DC 35.

Like with many of the traps on this level, magic has been applied to make these difficult to find and disarm. Although there is no magical aura, this effect can be dispelled (CL 15), reducing the Search and Disable Device DCs by 15.

320. STATUE OF ORR (EL 10)

Summary: A statue of Orr himself presides over this trap-filled chamber.

Sights and Sounds: This room is dark and quiet.

The statue of a robed man with a short beard and a kind face looks over this chamber from a wide, two-tiered dais. The walls are painted with a variety of active scenes. The bronze double doors in the western wall bear the images of hounds carved into the lintel, and the doors themselves are inscribed with a flowing script.

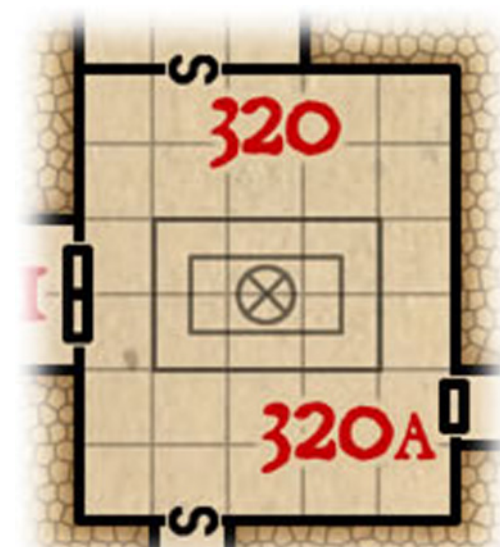
320A: Immediately in front of the door, in the spot marked here on the map, the entire section of the floor is a pit trap. Those falling into the trap are also doused with acid one round later.

Wide Pit Trap with Acid Jets: CR 8; mechanical; location trigger, manual reset; DC 25 Reflex save avoids; 40 feet deep (4d6, fall); multiple targets (all targets within a 10-foot-by-10-foot area) plus 4d6 acid damage one round later; DC 20 Reflex save for half, affects all in pit; Search DC 35; Disable Device DC 35.

Like with many of the traps on this level, magic has been applied to make this difficult to find and disarm. Although there is no magical aura, this effect can be dispelled (CL 15), reducing the Search and Disable Device DCs by 15.

Wall Paintings: These paintings show the figure depicted by the statue (Orr) doing various things, using via spells--building towers, summoning creatures, fighting monsters, destroying walls, and so on.

Statue: The statue depicts the Wizard-Priest Orr. If touched, even slightly, it activates a mechanism that fires poison



needles from tiny, otherwise hidden holes in the sculpture at everyone in the room, one round after being touched. And then again, 1d3 rounds later, and again, up to 1d3+2 times total.

Barrage of Needles Trap: CR 8; mechanical; touch trigger; automatic reset; Atk +18 ranged (1d6 plus poison, needles); poison (DC 17 Fortitude save resists, 1d2 Con/1d2 Con); multiple targets (all targets in room, up to 1d3+2 times, with 1d3 rounds between each barrage); Search DC 35; Disable Device DC 35.

Like with many of the traps on this level, magic has been applied to make this difficult to find and disarm. Although there is no magical aura, this effect can be dispelled (CL 15), reducing the Search and Disable Device DCs by 15.

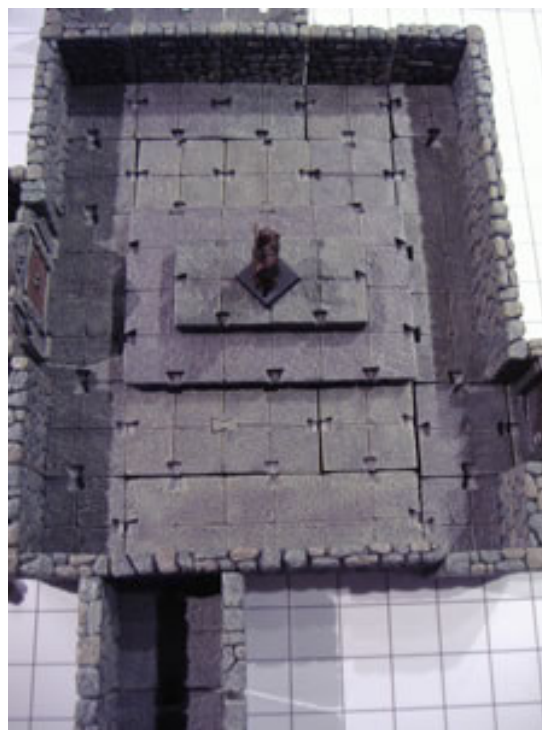
Doors to the West: These doors are locked (Open Locks DC 30). The inscription says, in Elvish, "Please allow him to sleep further. He has earned the rest."

Secret Door to the North: This door is only moderately difficult to find (Search DC 25). It pivots in the center, pushing open fairly easily once the hidden catch is released (found when the door is found).

Secret Door to the South: This door is very difficult to find (Search DC 35) and cannot be opened unless the secret door to the north opens.

Connections: This hall connects areas 319, 321, 322, and 325.

See the map of Level 11.



321. THE SECOND FALSE TOMB (EL 12 OR 14)

Summary: Another false tomb of the Wizard-Priest Orr to make PCs believe they are finished with the level.

Sights and Sounds: This chamber is dark and quiet (at first).

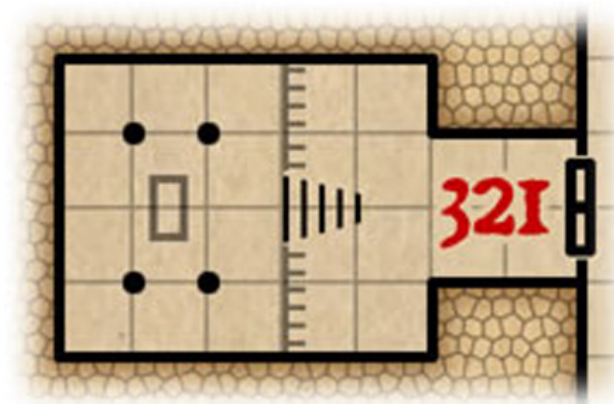
Dust covers a lavish tomb. Gold-coated reliefs of a wise old man in robes line both north and south walls as one enters from the east. A beautiful tiled floor of white and gray marble flecked with gold stretches before you, toward a short set of very steep stairs that leads up to a raised area in the far western end of the chamber. Pillars there, decorated with bright, jeweled paint, surround a marble sarcophagus of exquisite design.

A voice rings out, "You have found the true tomb of the great and powerful wizard-priest Orr. Let him rest in peace."

Steps: Each of the eight marble steps has a separate ward placed upon them. Regardless of whether the steps are stepped upon or merely crossed (such as jumped or flown over), the ward is activated. Avoiding the steps altogether, however (climbing directly onto the ledge on either side, for example) does not activate the steps, but that's bad since the 8th step is important to the affect of the pillars. All step effects affect those going down as well as up. All have a CL of 15 and a strong aura of abjuration. The steps are a CR 12 challenge.

Step 1: To use or cross this step, a character must make a Strength check (DC 15) to push against an invisible, magical force. Failure means the character can progress no further.

Step 2: To use or cross this step, a character must make a Will saving throw (DC 22) to overcome the urge to flee back to the doors in the east.



Step 3: When crossing or using this step, a character suffers 10d6 sonic damage from a sudden *wall of sound* (Reflex save 20 for half damage). Those failing the save are knocked back down to Step 1.

Step 4: To use or cross this step, a character must make a Fortitude save (DC 22) to grit their way through the intense pain inflicted upon them. Failure means that they step down one step.

Step 5: To use or cross this step, a character must make a Will save (DC 20) to avoid being *teleported* to the middle of area 316, with all their gear and clothing appearing in area 318.

Step 6: When crossing or using this step, a character suffers 10d6 cold damage from a sudden *wall of frigid air* (Reflex save 20 for half damage). Those failing the save are knocked back down 1d6 steps.

Step 7: When crossing or using this step, a character turns to stone (Fortitude save 20 negates this affect).

Step 8: Crossing or using this step deactivates the pillars, but only if all previous 7 steps have been crossed or used by the same character.

Pillars: If anyone attempts to enter the central area bounded by the four pillars here, an ice devil appears and attacks for 15 rounds. This effect is disabled automatically if Step 8 is used properly.

Devil Summoning Trap: CR 10; magic device; proximity trigger (alarm); no reset; magical effect (15th-level wizard), Search DC 46; Disable Device DC 46.

Like with many of the traps on this level, magic has been applied to make these difficult to find and disarm. Although there is no magical aura, this effect can be *dispelled* (CL 15), reducing the Search and Disable Device DCs by 15.

Ice Devil: hp 144

Tactics: The ice devil uses his *cone of cold* and *ice storm* abilities until forced into melee. Due to its regeneration, unless the PCs have good-aligned weapons, the best they can likely hope for is to outlast it. It disappears in 15 rounds, regardless.

Sarcophagus: Delicate reliefs of funerary processions cover each side of the sarcophagus, which is sealed with an arcane lock spell.

Treasure: The bones of a human man, still draped in yellowing robes lie amid dust inside the rotting (painted) wooden coffin inside the sarcophagus. He also wears five different rings. Three are gold and worth 100 gp each, one is set with an emerald and is worth 1,000 gp, and the last is a +1 *ring of protection*. Around his neck he wears a +2 *periapt of wisdom*. At his sides lay a *wand of shield* (45 charges) and a *wand of unseen servant* (13 charges). At his feet, there is a golden box with alabaster panels set into the top (500 gp). The box contains six crystal vials with gemstone stoppers (250 gp each), each containing a potion: *cure serious wounds*, *lesser restoration*, *displacement*, *oil of greater magic weapon* +3, *fly*, and *see invisibility*. A false bottom in the box (Search DC 20) conceals a *scroll of teleport*.



Connections: This hall connects area 320. See the map of Level 11.

322. HEADLESS HARRON AND THE DREAM DRAPERIES (EL II)

Summary: An undead spirit haunts the Tomb of Orr... but it's not Orr.

Sights and Sounds: This area is dark. Those making a Listen check (DC 25 through the door, DC 15 otherwise) can hear a gurgling moan droning on here.

This broad area is decorated with flowing draperies on the walls that shimmer with an odd aura and inexplicable undulations at strange angles. Suddenly, in the dark distance, you see a figure of glowing whitish-green. It appears to be a headless man in simple clothes, his arms outstretched toward you.

Inhabitant: Harron was one of the builders of the tomb who died in an accident during



construction in which he was decapitated. Now he haunts the tomb as a dread wraith, moaning and gurgling incoherently from his severed neck. He's asking for the return of his head, and attacking anyone who does not present it to him. While in the Tomb of Orr, he has +4 turn resistance. Further, even if destroyed, he reforms in one hour if he is not reunited with his head (found in area 326.)

Harron, dread wraith: hp 100

Draperies: The drapes are made by a material discovered by Orr called dream matter. Literally stuff taken from the minds of dreaming creatures, this matter takes on the shape of the thoughts of those around it. PCs looking at the draperies will see the faces of loved ones, scenes from places well known to them, and even people, places, and events that they had forgotten about or only imagined. If a character uses a full round action and makes a successful Will save (DC 20), he can intentionally shape a portion of the curtains into whatever

mundane Medium size or smaller object he can imagine (anything from the equipment list, for example, or any weapon or armor). He could make it a coil of rope, lower himself down into a dark pit, and then reshape it into a torch that he could then light to see his way. He couldn't make it into a lantern with oil, however (he could make it into one or the other), nor could he make it into a wand of light or a rope of climbing. Or, for that matter, a +1 *shield* to protect himself. Once set, the dream matter remains in its state until it is changed intentionally (by another Will save) or if within 10 feet of a dreaming creature. If near a dreamer, it takes on some unconscious form from the creature's dreams. 95% of the time it's harmless (although likely strange), but 5% of the time (a roll of a 1 on d20), it is dangerous. Treat it as a *phantasmal killer* spell cast on the sleeping creature, although the horrific form is visible to any awake nearby.

If dream matter is within 10 feet of more than one dreamer, it taps into the dream imagery of one character at random.

The mass of dream matter is unimportant as it fluctuates. So whether the PCs try to take all the dream matter in the room or just a handful, each character desiring some will end up with "some." You either have "some" or you don't. If one character with dream matter gives his to another who already has some, now there's still just "some." "Some" dream matter, once removed from this room, cannot be separated into more. "Some" dream matter is worth 1,000 gp if sold.

Secret Door to the South: This door is visible from the north.

Development: While Harron reforms after being destroyed, he doesn't always reform in the same location.

REVISIT

When the PCs next come here, the dream matter draperies are gone, regardless of their actions.

Connections: This hall connects area 320 and area 323.

See the map of Level 11.



323. THE DISCIPLES OF ORR

Summary: Four mummified servants stand watch over this corridor.

Sights and Sounds: This area is dark and quiet.

A wide corridor runs east and west. On the far eastern end, a pair of bronze doors, sealed with lead, blocks further progress. Along the north and south walls of the hallway are shallow, circular alcoves, two in each wall. Each of these has a numeral engraved in the stone above it, 1 through 4. Propped up within each alcove is a desiccated mummified human corpse adorned with silver and bronze tools and jewelry.

On the smooth floor between all the alcoves, you see an inscription cut deep into the granite. The inscription reads, in Common:

Four stand before you.

Forty are their tools.

Doubly right in heroic tale.

The middle is what you seek.

First of each, counting back.

The Inscription: The inscription, placed by Jumanik, is a clue to getting through the doors. To find the secret, PCs should use the last two lines to look at the middle line. The first letter of each word of middle line, read backward, spells "third."

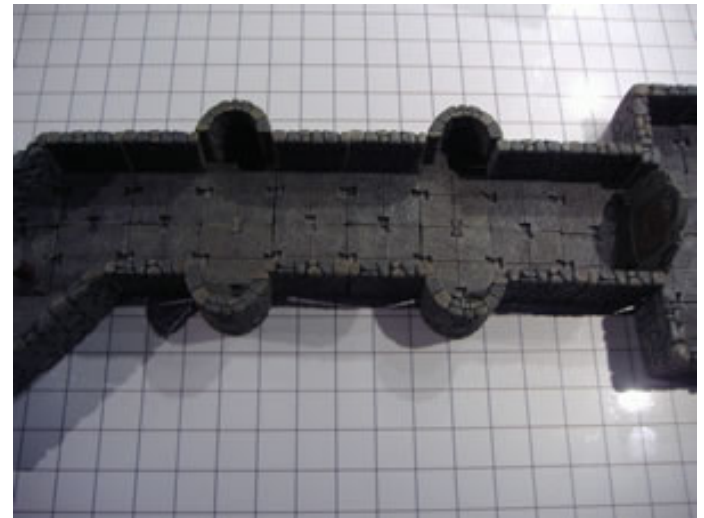


The Mummies: Touching any of the mummies other than that the one marked with a "3" grants immediate mummy rot to a character--no save, although those immune to magical diseases are still immune. Onset time is immediate, and only magic can cure it.

Searching the third mummy (Search DC 30) reveals a double-ended iron key--basically a loop with two different keys sticking out in opposite directions. Each end of the key opens one of the locks on the eastern doors.

The Doors: Although there's an obvious large lock at the center of both halves of this double door, the (non-magical) lead sealing the doors must be removed before any attempt at picking the lock or using the key have any chance of succeeding (anyone making a Open Locks or Knowledge [engineering] check (DC 18) can determine this). Prying out the lead requires some kind of proper tools (DM's discretion) and 8 man-hours of work. When this work begins, and the first bit of lead is removed, PCs making Listen checks (DC 14) can hear a hissing sound coming from the cleared space. This is a ruse created to scare off tomb robbers. Nothing happens and eventually the sound fades.

With the lead removed, PCs can attempt to open the locks. Picking them is difficult and dangerous. Not only are they tricky locks (DC 32) but they must be opened at the same time or they can't be opened at all. The key found with the third mummy will open one, while the other is picked by an



expert, or if the party is fortunate to have to master thieves good with locks, they can try to skip the use of the key. They could also take the Gordian knot approach and somehow break the key into two halves.

Trap on the Doors: But that's still not the complete solution, for the door is magically trapped. This is a trap that cannot be found until the lead is removed and the locks are opened. It activates when someone attempts to open the doors. Not only are they still stuck (!) but when the PC attempts this, globs of green slime appear in all four mummies' hands and they begin to hurl them at living creatures in the hall. The mummies are not undead, but simply turned into magically-activated objects. They cannot be turned or affected by anything that does not affect objects. Each is AC 12 and has 20 hit points. Remember, however, that touching the mummies (including with melee weapons) gives automatic mummy rot with immediate onset time.

Slime-Slinging Trap: CR 7; magical; touch trigger; no reset; +5 ranged touch (green slime); multiple targets (4 targets per round until the mummies are destroyed); Search DC 25; Disable Device DC 30

Opening the Doors at Last: Once the trap is disabled or the mummies are destroyed, the doors will open.

Connections: This hall connects area 322 and area 324.

324. ANOTHER FALSE TOMB (EL 9)

Summary: This elaborate tomb is designed to throw off intruders.

Sights and Sounds: This chamber is dark and quiet.

An almost supernatural calm hangs in the air of this large chamber. Four thick, elaborate columns stand in the western half of the chamber, carved with the images of cloaked figures on four sides. In the north, a wide alcove holds a shrine with the painted statue of a weeping woman. Its opposite in the south holds a smaller shrine with



an engraved plaque. Between them, a dust-covered but still serviceable carpet of black and gold threads lays on the floor.

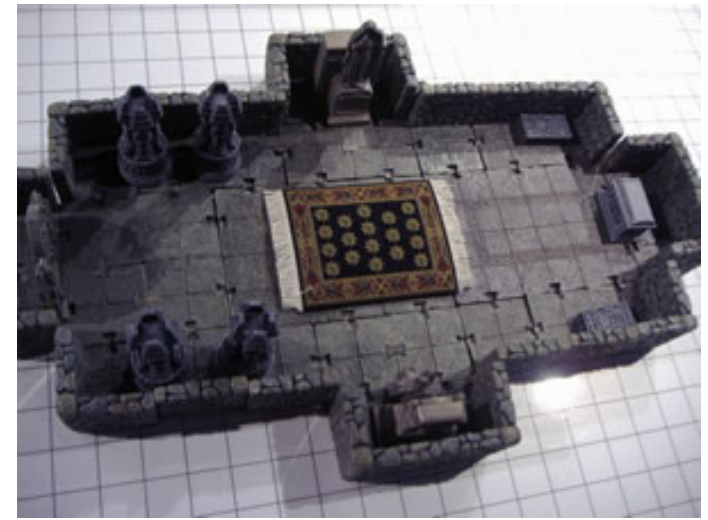
In the eastern end of the chamber you see three sarcophagi. The centralmost reclines in a painted alcove, bearing many registered panels of relief carvings. The other two, flanking it, are smaller and have carved lids.

The Voice: As soon as characters enter this room, a voice echoes throughout the chamber: "You have accomplished much by reaching this place. To prove their true worth, all men and women must survive a crucible set before them by those who came before. And you have succeeded. You need no gold, jewels, or treasures of the mundane world. My real treasure is my blessing."

Those who remember the legend told in area 316 may recognize this as a subtle clue that this is not the real tomb of Orr.

The Columns: Each of the four columns has four robed figures carved into it. A Search check (DC 25) reveals that one of the figures on the northeast column has a hidden switch. If activated, this switch makes the figure in the northern shrine begin to cry real tears.

The Northern Shrine: This shrine features a mourning human woman in traditional funerary dress. If the switch on one of the columns is activated, the woman sheds a few actual tears. (This is a partially mechanical, partially magical effect, with a faint aura of conjuration.)



The Southern Shrine: This shrine features a plaque with engraved writing. No manner of magic or skill can decipher the words--they appear to be in no known language. However, if touched with the tears produced by the northern shrine, the writing becomes clear. It reads, "This is the true tomb of the Wizard-Priest Orr. Do not disturb his bodyguards. Rather, put your hand upon his coffin and ask for his blessing."

The Side Sarcophagi: Both of these show a lid with a great warrior defending a robed figure from great dangers--assassins, beasts, and even natural threats like landslides. They are supposed to be the final resting places of Orr's bodyguards. If one is opened (Strength check 17), they both open. A skeletal figure armed with a sword leaps out immediately and grows to tremendous size--that of a cloud giant--attacking anyone in the room and fighting to the death. When slain, the skeleton and sword return to medium size. The swords are nonmagical but have jeweled hilts making each worth 500 gp.

Cloud Giant Skeleton (2): hp 123 and 105

The Main Sarcophagus: This stone edifice has bas relief carvings showing a robed figure performing many great deeds, some of which seem to relate to the deeds mentioned by the images in area 316. It opens easily, revealing a coffin. Should anyone touch the coffin and speak the name of Orr, a voice booms throughout the tomb. "You are worthy of my blessing." Roll 1d6 to determine the blessing that the character gains:

1. When the character drinks potions, the durations are double normal.
2. Once each day, when the character drinks a potion, a character touching him also gains the effect of the potion.
3. When someone casts a *healing* spell on the character, the character gains an additional 20% extra healing (minimum 1 point).
4. When someone casts a beneficial spell on the character with a range of touch, the range is actually Close (25 feet + 5 feet/2 levels).
5. If the character wears a magic item that adds to his AC, once per day, the character can choose to have the bonus from that item increase by 50% for 10 rounds as a free action.
6. The character gains a +1 luck bonus to all saving throws made against spells.

No character can gain more than one blessing. Anyone attempting to do loses the first blessing and never gains another. The coffin contains only dust.

Connections: This area connects to area 323. See the map of Level 11.

325. TWISTING PASSAGE (EL 7 AND 8)

Summary: A trapped passage seems to lead nowhere.

Sights and Sounds: This hallway is dark and quiet.

This hallway seems to wind more than it needs to.

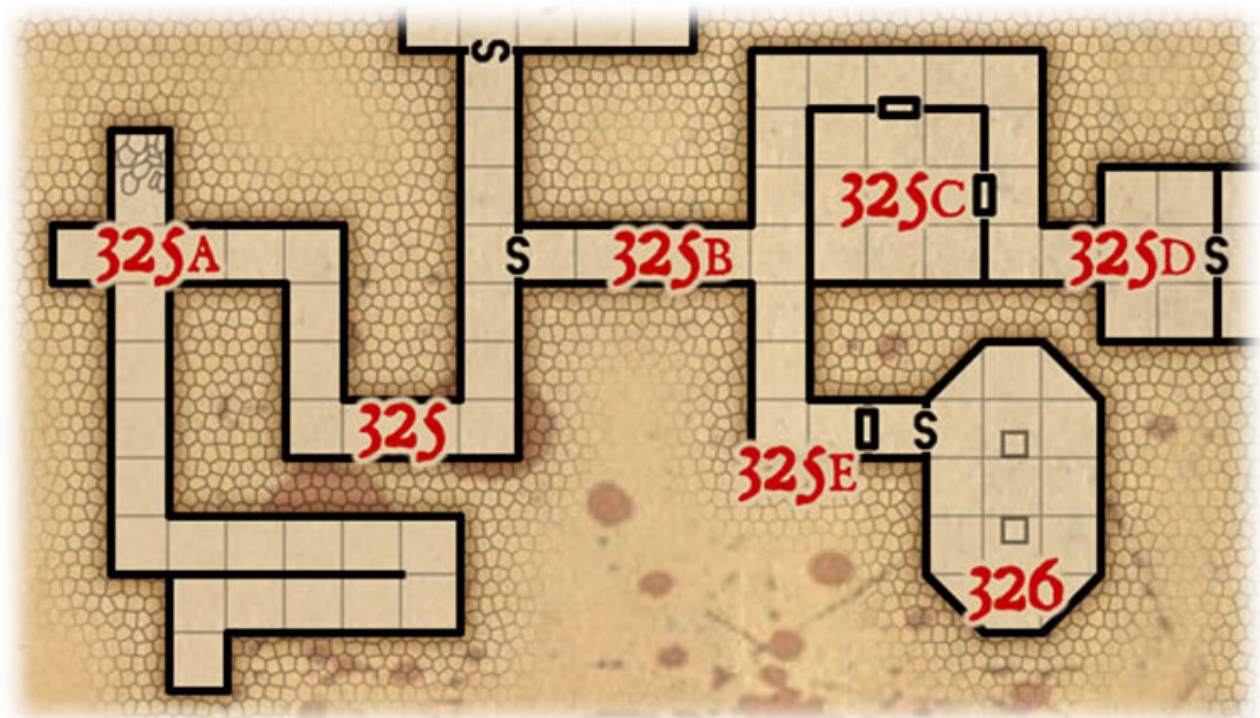
Secret Door to the North: This door is very difficult to find (Search DC 35) and cannot be opened unless the secret door in the north of area 320 is opened first.

325A: The extension to the north here appears to have caved-in. This is fake, and a Knowledge (engineering) or Knowledge (dungeoneering) check (DC 22) confirms this.

325B: The secret door leading to this area is devilishly hard to find (Search check DC 36), located eight feet high off the floor.

325C: This side room is filled with collapsed and rotting wooden scaffolding. There's nothing abnormal about it.

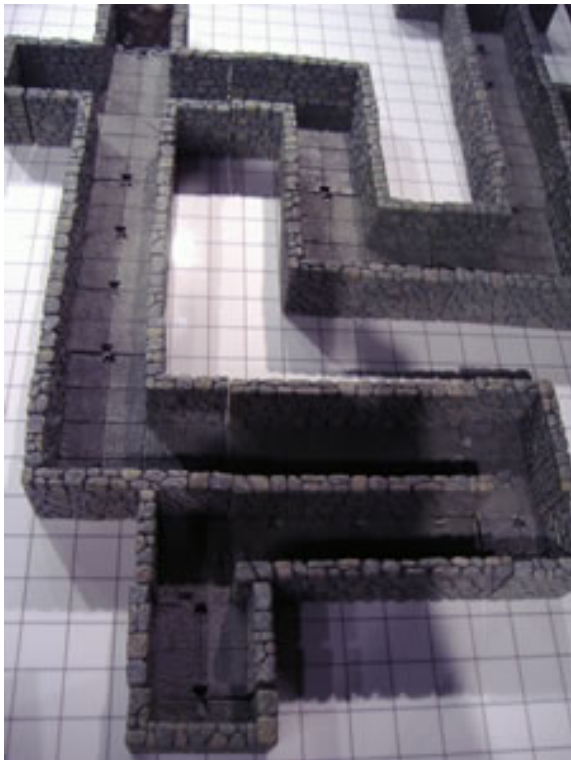
325D: The secret door here (Search DC 30) is locked (Open Locks DC 35) and trapped so that if opened, a blade barrier springs into place across the eastern end of this area. Anyone standing within 5 feet of the



eastern wall (including whomever opened the door) is caught in the barrier. It lasts for 11 minutes.

Blade Barrier Trap: CR 7; magic device; proximity trigger (alarm); automatic reset; spell effect (blade barrier, 11th-level cleric, 11d6 slashing, DC 19 Reflex save half damage); Search DC 31; Disable Device DC 31.

325E: The door here is iron (Hardness 10, 60 hit points, Break DC 30) and locked (Open Locks DC 35). The door is water-tight, and the small room to the east is filled entirely with toxic water, both poisonous and acidic. When the door opens, the water gushes out immediately.



Water Behind the Door Trap: CR 8; mechanical; repair reset; *wall of toxic water*, 3d6 impact plus 1d6 acid plus poison; DC 20 Reflex save half damage; DC 20 Fort save versus poison 1d2 Str/1d2 Str; multiple targets (all within 10 foot by 10 foot area in front of door); Search DC 31; Disable Device DC 31

The secret door in the water-filled room (Search DC 30) is not locked, but it is quite stuck (Strength check DC 25 to open).

Connections: This hall connects areas 320, 326, and 327.

See the map of Level 11.



326. CONTROL ROOM

Summary: PCs can find important devices here that make getting to the end of the tomb possible.

Sights and Sounds: This room is dark and quiet.

This octagon-shaped chamber contains a pair of glass pedestals. One bears three glass buttons of different colors: red, yellow, and blue. The other appears to hold a glass case, about a foot on each side, containing a single brown leather glove. Each of the glove's fingers is tipped with copper.

Pedestal with Buttons: Although PCs will likely assume that the buttons on the pedestal are used to open the glass case, this is not the case. Instead, they control other defenses that lie ahead in the tomb. If the red button is pressed, the secret door in the floor of area 327 unseals for 1 hour. If the yellow button is pressed, the *disintegration wall* in area 329 disappears for 1 hour. If the blue button is pressed, the floor in area 330 becomes fully solid for 1 hour.

Glass Case: The glass case is not glass at all, but a *cube of force*, acting in all ways like a *wall of force*. It is immobile and can only be affected by a *disintegration* spell. There is, however, another trick which will make it go away. Jumanik placed a secret switch on the pedestal holding the cube (Search DC 30). If activated, the switch makes a magical voice sound throughout the room. It says: "The king is the weakness, the queen is the strength. The counting of the squares



found upon the field of battle in which they struggle eternally is both quest and key.”

Basically, the question is, how many squares on a chessboard. The answer is 204 squares:

64 one-by-one squares, 49 two-by-two, 36 three-by-three, 25 four-by-four, 16 five-by-five, 9 six-by-six, 4 seven-by-seven, and 1 eight-by-eight.

Speaking aloud “two hundred four” in the room makes the *cube of force* disappear for one minute. If, during that minute, someone says “sixty four,” the cube not only reappears immediately, but it cannot be brought down (even by disintegrate) for 24 hours.

The glove is Jumanik’s glove and has a strange magical benefit. It also offers the only means to open the door between area 333 and area 334.

Connections: This area connects to area 325.

See the map of Level 11.

New Item

Jumanik’s Glove: The fingers of this leather glove each end with a tip of copper. If a ranged or melee weapon is used in the hand wearing this glove, the wearer suffers a -4

penalty to attack rolls. However, should he still score a hit against a particular foe, the penalty goes away and he instead gains a +2 luck bonus to attack rolls and +1d6 bonus to damage rolls against that particular foe. These bonuses last one hour.

It is possible to wear this magical glove with any other singular magical glove. Thus, with a glove of storing, but not gloves of Dexterity.

Moderate transmutation; CL 10; Craft Wondrous Item, bless, bestow curse; Price 10,000 gp



327. SECRET SHRINE (EL 7)

Summary: This is the room where the Wizard-Priest Orr was embalmed after his death--it also hides the secret to getting deeper into the tomb.

Sights and Sounds: This room is dark and quiet.

You stand before a long chamber with a high, vaulted ceiling supported by stone arches. It is cold here and smells of something acrid. In the middle of the room is a granite slab about the size of a low table. There appear to be shelves built in the underside of the slab, holding dust-covered bottles and jars. An unlit chandelier hangs from the ceiling above the platform.



Secret Door in the West: The secret door here (Search DC 30) is locked (Open Locks DC 35) and trapped. See area 325 for more information.

Secret Door in the Floor: The secret door in the floor lies under the platform. The platform must be moved (Strength check DC 22) to even search for the door (Search DC 30 once the platform moves). This door cannot be opened unless the red button

in area 326 has been pressed. (It can be destroyed as normal, however, hardness 8, 90 hit points, Break DC of 32.) The floor lies 60 feet beneath the trap door. There are no stairs nor is there a ladder.

Slab: Anyone with experience with such things or those making a Craft (alchemy) check can recognize the table-like slab and the chemicals stored beneath as a place where the dead are embalmed and readied for burial.

Any humanoid touching the platform, however, may become dominated. The first such victim is forced to lie down on the slab--forever, regardless of what anyone does. All subsequently affected victims (if any) are forced to begin the embalming procedure, which involves cutting out the internal organs. This is effectively a coup de gras maneuver. Since killing his friend is probably not in the character's nature, the second victim gains an immediate second

saving throw with a +2 bonus, as per the spell description. The first victim does not gain a new save, but if the coup de gras fails, they can get up from the slab and defend themselves (because obviously suicidal acts are outside the purview of the spell effect). The first victim will likely seem to all concerned (Sense Motive check DC 22) to be now free of the domination effect, but this is not true. The second stage of the domination kicks in when the slab is moved and the secret door beneath it is open. At this time, the affected character attempts to push any and all other creatures in the room down through the door to the floor 60 feet below. Treat this as a bull rush attempt. The first such victim will certainly be flat-footed. The dominated character likely gets a new save with a +2 bonus for each character he tries to push.

Domination trap: CR 7; magic device; touch trigger; automatic reset; spell effect (*dominate person*, 15th-level wizard, DC 22 Will save negates); Search DC 45; Disable Device DC 45.

Like with many of the traps on this level, magic has been applied to make this difficult to find and disarm. Although there is no magical aura, this effect can be *dispelled* (CL 15), reducing the Search and Disable Device DCs by 15.

Chemicals: The embalming chemicals beneath the slab are worth about 800 gp if they are all safely removed from the dungeon.

Connections: This area connects to areas 325, 328, and 329.

See the map of Level 11.

328. FAKE DOOR (EL II)

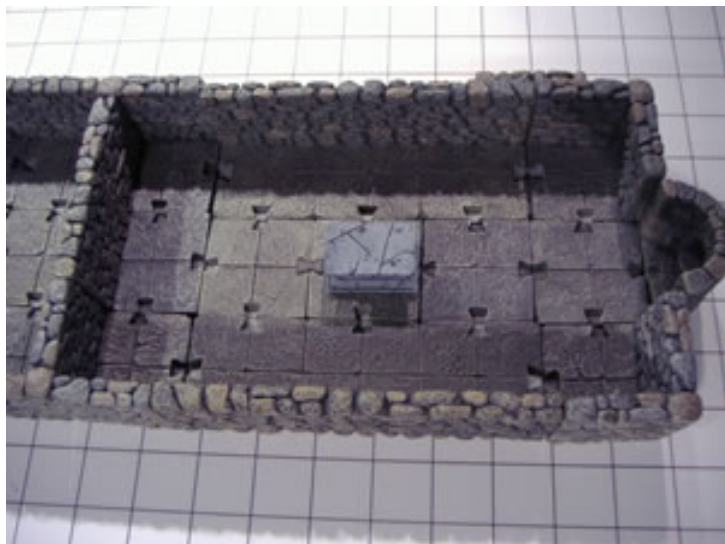
Summary: This dead-end room is just a trap.

Sights and Sounds: This room is dark and quiet.



This dusty, cobweb-filled room is twenty feet across and forty feet long. A long drapery covers the north wall, and the door to the east has a grinning gargoyle of stone with arms and wings spread wide above the lintel. Strangest of all, however, a copper and brass insect of some kind, six inches across with clockwork guts and wings of glass, flitters around the room.

Insect: Orr crafted this magical construct entirely for amusement. It is fragile (AC 14, 6 hit points) and nonaggressive. It obeys no commands, and instead just flies about randomly in whatever space it currently occupies. If captured without damage, it is worth 1200 gp. In parts, it is worth about 200 gp. Orr's name is etched into its wings in small letters (Search DC 14).



Eastern Door: The eastern door is false. While made of sturdy stone and locked like all doors on this level, once the PCs get it open, they see nothing but a blank wall. Inscribed on the wall is a symbol of stunning cast by a 15th level wizard (Will save DC 20). Further, opening the door triggers a series of traps. Being stunned as they take effect is going to make things much worse for the characters.

First, the entire room's floor splits in the middle--east to west--dumping everyone into an 80 feet deep pit. One round later, all at the bottom of the pit are peppered with magical arrows that make the targets heavier. Finally, the pit fills with poisonous gas that makes the victims weaker. The net effect being that it is very difficult to climb out of the pit. The walls of this pit are particularly sheer (Climb DC 25).

Entire Room Pit Trap: CR 8; mechanical; repair reset; 80 feet deep, 8d6; DC 25 Reflex save avoids; multiple targets (all within room); Search DC 35; Disable Device DC 35.

Hail of Arrows Trap: CR 6; mechanical; location trigger; onset delay (1 round); manual reset; Attack +18 ranged (1d8+1, magical arrow); each arrow adds 50 pounds of weight to the target for 24 hours (-1 penalty to Climb checks for each arrow as well as normal encumbrance effects), DC 17

Fortitude save resists; multiple targets (1d6 arrows per target in the bottom 10 feet of the pit); Search DC 33; Disable Device DC 40.

Poison Gas Trap: CR 8; mechanical; location trigger; repair reset; gas; never miss; onset delay (2 rounds); poison (DC 17 Fortitude save resists, 1d4 Str/1d4 Str); multiple targets (all targets in room); Search DC 40; Disable Device DC 35.

Like with many of the traps on this level, magic has been applied to make these difficult to find and disarm. Although there is no magical aura, this effect can be dispelled (CL 15), reducing the Search and Disable Device DCs by 15.

Connections: This area connects to area 327 and area 329.

See the map of Level 11.



329. THE DISINTEGRATION FIELD AND THE PIT TRAP

Summary: Two devious traps here make progression farther into the tomb quite difficult. You will need the Trapped in a Pit Trap diagram (see Appendix B).

Sights and Sounds: This room is dimly lit. Anyone can here a faint, high pitched whine if the disintegration field is up.

You see a long room that runs at least seventy feet north and south, a coved ceiling about twenty feet above your head. The chamber appears mostly empty, although a strange crackling wall of translucent viridian light stands between you and the other side, about 20 feet from the northern end of the room. In addition to pale green light, the wall seems to give off an annoying whine.

Disintegration Field: Anyone or anything touching this barrier is affected as if by a *disintegrate* spell (CL 15, Fort save DC 19). If the yellow button in area 326 is pressed, the disintegration field disappears for 1 hour. Otherwise, it can be dispelled normally or safely bypassed by *teleportation*. It is not a physical barrier, so those passing through it, making a successful save and surviving the partial damage can get to the other side.



329A: This is the location of a pit trap, immediately in front of the door into area 330, 10 feet wide and 60 feet deep. Refer to the Trapped in a Pit Trap diagram. The point of this trap is to capture the victim(s) that has fallen in a sealed room, while making his comrades believe he has been teleported or disintegrated. This trap has three stages. It is important to realize that events move through all three stages extremely quickly--in less than a round.

Stage 1. Secret trap doors at the top of the pit are closed. A door near the center of the



shaft down is open, blocking off the bottom of the pit.

Stage 2. PC triggers the trap and falls down into the pit. The character hits the open, angled door and is deflected down a sloping shaft into a small (10 foot by 10 foot) side chamber.

Stage 3. The open door closes, sealing the PC into the soundproof side room. Only a Strength check (DC 30) will open the door. Spikes protrude from the sloping shaft making climb up very difficult (Climb DC 25, 3d6 damage per 5 feet moved, Reflex save for half damage). A magical flash of light at the bottom of the pit makes it appear to those looking down the pit as though the fallen victim has been magically transported or destroyed.

Trapped in a Pit Trap: CR 7; mechanical; location trigger, manual reset; DC 25 Reflex save avoids; 60 ft. deep (6d6, fall); multiple targets (all targets within a 10 foot-by-10-foot area); victims are sealed inside room; Search DC 41; Disable Device DC 40.

Like with many of the traps on this level, magic has been applied to make this trap difficult to find and disarm. Although there is no magical aura, this effect can be dispelled (CL 15), reducing the Search and Disable Device DCs by 15.

Connections: This area connects to areas 327, 328, and 330.

See the map of Level 11.

330. FLOOR IN FLUX (EL 10)

Summary: The floor in this chamber maintains a random amount of solidity.

Sights and Sounds: This room is dark and quiet.



Another long room stretches from east to west here. There is a stone door on the western end, but no other exits. Opposite the door, all the way across the room, are three oaken cabinets with stained glass doors and copper accents. The room smells of scorched air, not unlike the smell when a mage casts a lightning bolt or fireball spell.

Floor: Each character in the room can attempt a Spot check (DC 20). A success means that they notice an odd shimmer to the floor. The shimmer quickly moves about in no regular pattern, sometimes crossing the entire room like a faint wave, and other times staying in one ill-defined area for a few seconds before moving on.

The floor is a construct of magic (strong aura of conjuration). Its tangibility is basically random. This means that every time a character moves five feet, or stays in position for one round, roll 1d6:

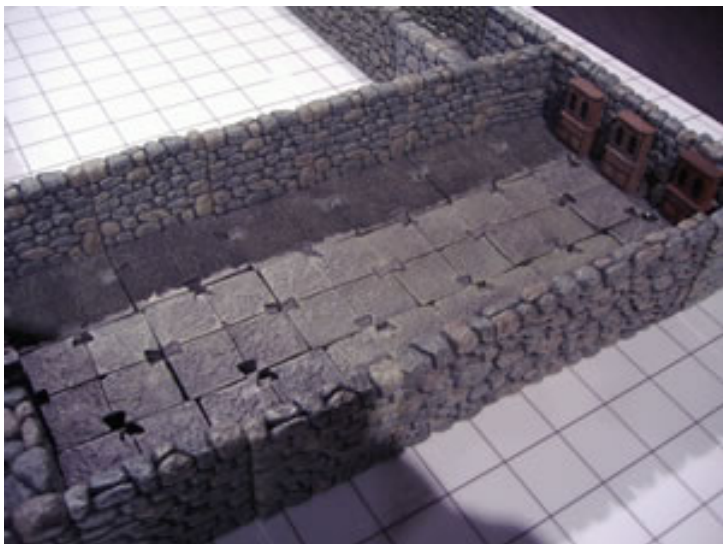
1-3 Floor remains solid and normal

4 Floor is only partially solid. Character can attempt a Reflex save (DC 20) to avoid sinking down into it. Failure means that the character is trapped. Roll again next round, and if the floor is solid, the character suffers 3d6 damage.

5-6 Floor is entirely intangible. Character can attempt a Reflex save (DC 20) to avoid falling through.

Characters making a successful Reflex save move to an adjacent area, and the DM must roll for the condition of that area as well. If a character must make a save to avoid falling or sinking, the DC increases by +2 for each previous save made in that round.

Characters falling through the floor fall 100 feet (10d6 damage) with spikes (Attack +10 melee, 1d4 spikes per target for 1d4+5 each, plus poison--DC 16 1d3/1d3 Strength damage). Although this functions like a



spiked pit trap, because of the random magical nature, it cannot be found or disabled like a trap. If *dispel magic* is successfully used (CL 15), the floor disappears entirely for 1 hour.

If the blue button is pressed in area 326, the floor becomes fully solid for 1 hour.

Three Cabinets: The cabinets are a ruse. Each is, in fact, a disguised defensive magical device designed to attack anyone using magic to help cross the room--fly, levitate, jump, wind walk, feather fall, etc. If someone enters the room with any movement-related magic affecting them, one of the cabinets opens up revealing a carved wooden face of a horned satyr. The satyr's eyes project a ray at the character (ranged touch attack +8). If the ray strikes, the magic in question is automatically *dispelled*, although all other magical effects remain.

Because there are three cabinets, three different characters can be attacked each round. So if six characters came into the room under the effects of a *fly* spell, three of them would be attacked by rays immediately. If, for example, two struck, the following round three of the remaining four flyers would be attacked.

Each cabinet can be attacked and destroyed (Hardness 5, 25 hit points, Break DC 22).

Experience Points: Award PCs experience points equal to a CR 11 challenge for coping with and crossing this chamber.

Secret Door: This door (Search DC 25) is at the same level as the floor. However, it is sealed and impossible to open unless a secret switch directly below it in the bottom of the pit (Search DC 30) is found and depressed, at which time the door slides into the ceiling for 10 minutes.

Connections: This area connects to area 329 and area 331.

See the map of Level 11.

331. SECRET HALLWAY (EL 13)

Summary: A hallway filled with a pit of dangerous acid blocks the path here.

Sights and Sounds: The hallway is dark and quiet, other than a faint bubbling sound.

A pool of greenish yellow sludge fills the center portion of this hallway. The entire corridor reeks like rotten eggs.

Ceiling: The ceiling in the hall is low, only 10 feet high.

Pool: The pool starts 15 feet from either end of the hallway and is about 20 feet long. It is 15 feet deep and filled to the top with a thick sludge. The sludge is acidic (1d6 points of damage per round to those touching it, 10d6 points of damage per round to anyone immersed in it). It is also thick and difficult to move through--maximum of 5 feet per round unless a character has freedom of movement or a similar active effect.

The black pudding in the sludge actually fills most of the pool. If it were somehow removed entirely, the pool would likely be filled to a depth of only a few feet.



Inhabitant: Dwelling in the pool of caustic sludge, a very old, very hungry elder black pudding waits. It has been trapped here since the tomb was built and if it doesn't eat soon, it will die.

Elder Black Pudding: 301 hp

Tactics: The black pudding hides in the sludge until someone gets too close or--even better--attempts to jump or fly across it. With

its 20 foot reach, it has no difficulty doing so. Basically, any creature within the hall is in its threatened area. It drags prey into the sludge and into itself. It is so hungry and mindless that it fights to the death.

The Other Inhabitant: If the PCs manage to kill the pudding, a ghost hiding invisibly within the pool makes itself known. A barely visible figure of a human woman in her late 20s, the spirit still bears a hideous headwound--the wound that killed her. This ghostly spirit is Dessina, one of the workers that helped build the tomb. She is indifferent to the PCs, but not hostile, because she is glad that the pudding is dead. Should the PCs successfully use Diplomacy when speaking with Dessina, they can gain some information from her. She knows the location of the control room (area 326) and its importance, including the importance of the glove there. She can tell the PCs that the tomb beyond the north door (area 333) is

not Orr's real tomb, but that the real tomb is close. She can also warn them about the fact that the secret door will close, potentially sealing them in. She can even tell them that they will need special rings with amber up ahead, but she doesn't know why.

Dessina will in no way engage in combat, and if a character attempts to attack her, turn her, or cast any kind of spell on her, she disappears forever.

Secret Door: This door is obviously apparent from within the hall. However, it is sealed and impossible to open unless a secret switch in area 330 is pressed, at which time the door slides into the ceiling for 10 minutes. After that time, the only way to open the door is in area 330 unless the PCs prop or jam the door open. Or destroy it. Like most of the doors on this level, the door is made of six-inch-thick stone with a hardness 8, and 90 hit points. It has a Break DC of 32.

Connections: This hall connects area 330 and area 332.

See the map of Level 11.



332. DEAD FRIENDS (EL II)

Summary: Many of Orr's family, servants, and companions are interred in coffins here.

Sights and Sounds: This area is dark and quiet.



Ten iron-reinforced wooden coffins are arranged in two rows in this room, six coffins near the north wall, and four to the south. The eastern wall opens into a larger room, with steps leading down to a lower floor.

Each coffin bears a plaque upon it with what appears to be an engraved name.

Coffins: Each coffin is perfectly preserved as if it were brand new. Each has a moderate aura of abjuration magic. The coffins can be opened normally, revealing that the corpse inside is also perfectly preserved. However, these corpses are not undead and do not attack.

Instead, the coffins are part of a puzzle designed by Jumanik. The names on the coffins, starting in the northern row and proceeding east, and then going to the southern row and proceeding east are:

Patric	Shavanen	Awarrel
Aemon	Yasterannom	Flareth
Evin	Sythinos	Le
Subara		



If a character touches each coffin in an order so that the first letter of each name spells "PASS SAFELY," the traps in this room will not affect her.

Treasure: Each corpse in each coffin possesses 1d10 x 50 gp worth of jewelry or small, valuable grave goods placed in the coffin with them.

Traps: The eastern end of this room has magical traps that activate if a character comes within 20 feet of the end of the chamber (20 feet from the drop-off, where the steps are). First, the area is filled with *black tentacles*. Then, the 20-foot by 30-foot area fills with a *flame strike*, once per round, as long as there are living creatures within the area.

Black Tentacles Trap: CR 8; magic device; proximity trigger (alarm); no reset; spell effect (*black tentacles*, 15th-level wizard, 1d4+7 tentacles, Attack +7 melee [1d6+4, tentacle]);

multiple targets (all within 30 foot by 20 foot area); Search DC 44; Disable Device DC 44.

Flame Strike Trap: CR 10; magic device; proximity trigger (alarm); automatic reset; spell effect (*flame strike*, 9th-level cleric, 9d6 fire, DC 17 Reflex save half damage); continues once per round; Search DC 45; Disable Device DC 45.

Like with many of the traps on this level, magic has been applied to make these difficult to find and disarm. Although there is no magical aura, this effect can be dispelled (CL 15), reducing the

Search and Disable Device DCs by 15.

Anyone who touched the coffins in the proper order is entirely unaffected by these traps.

Connections: This area connects to area 331 and area 333.

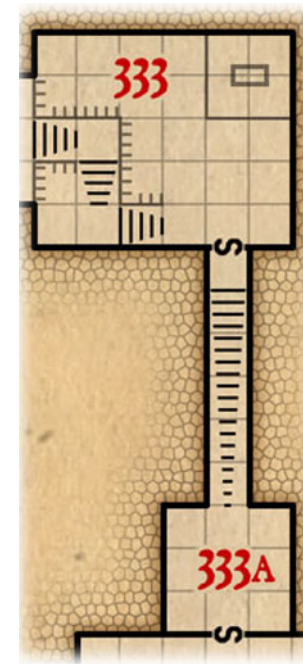
See the map of Level 11.

333. LAST OF THE FALSE TOMBS (EL II)

Summary: The Tomb of Orr, finally? Nope.

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

A soft glow comes from a magnificent golden sarcophagus on a raised area in the northeast corner of the room, giving dim illumination to the entire multi-tiered chamber. From the west, a staircase descends to a ledge fifteen feet down, and another set of stairs leads down from there to



the floor ten feet below that. No stairs give access to the northeast raised portion, twenty feet above the floor, where the glowing sarcophagus rests.

The plaster-coated walls of this chamber are pure white and without blemish. They bear a multitude of painted frescoes depicting a variety of scenes from history and myth. The room is quiet, still, and smells inexplicably of roses.

The Stairs: The steps down from the southwest ledge to the floor are trapped with a power word blind trap affecting the first character that touches them.

Power Word Blind Trap: CR 8; magic device; location trigger (alarm); no reset; spell effect (*power word blind*, 15th-level wizard), Search DC 47; Disable Device DC 47.

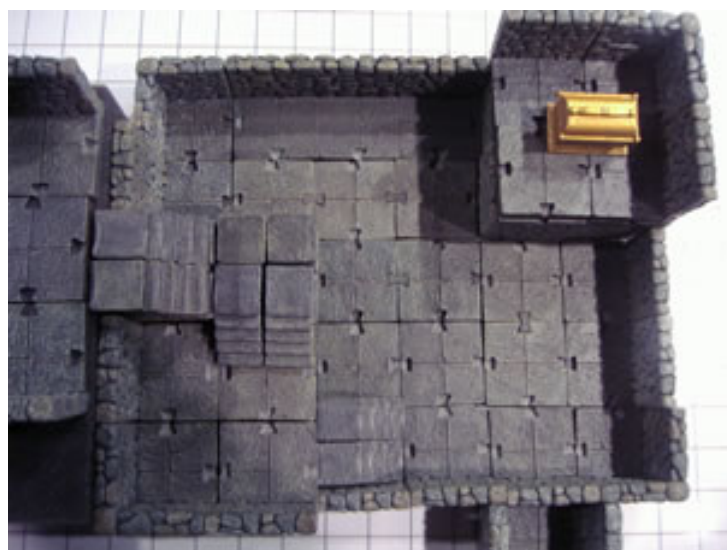
The Floor: The entirety of the floor is covered with random pressure plates so that every time a character steps into a new 5 foot by 5 foot square, there is a 50% chance that they step on one of the plates, which causes a poisoned arrow to fire from one of many hundreds of hidden arrow traps throughout the room. A successful Search check (DC 30) reveals the pressure plates in a given 5 foot area, reducing the chance of activating the

trap there to 0%. Blind characters have a 100% chance of activating a pressure plate every 5 feet.

Poison Arrow Traps (multiple): CR 10 (for all); mechanical; touch trigger; manual reset; Attack +15 ranged (1d8 plus poison, arrow); poison (DC 16 Fortitude save resists, 1d2 Con + blindness/1d2 Con + blindness); Search DC 30; Disable Device DC 40.

Like with many of the traps on this level, magic has been applied to make the traps here difficult to find and disarm. Although there is no magical aura, this effect can be dispelled (CL 15), reducing the Search and Disable Device DCs by 15.

The Sarcophagus: This beautiful sarcophagus--should it somehow be removed from the dungeon--is worth 10,000 gp. It is sealed with an *arcane lock* spell, but bears no trap. Inside, PCs will find only the dust of an ancient corpse, a golden circlet,



and an oaken staff. The circlet is a +4 *headband of intellect* that will stop working after 1 week of being worn, becoming worthless, although there is no way to determine this ahead of time. The staff is a staff of transmutation with 5 charges, although it will seem to all spells, tests and trials that it has 25 charges.

Secret Door: The secret door here isn't a door at all, but instead a permanent wall of force covered with a powerful visual and tactile illusion (CL 15, Will save DC 20). Anyone wearing one of the copper rings with a large piece of amber (found in area 258, 308, or 343) can pass through this *wall of force* easily, but they must find it normally.

333A: Down a very long flight of very steep stairs lies a square room with a massive relief of a robed man with a staff and a short-cropped beard. This is Orr. Anyone grasping the staff with Jumanik's glove found in area 326 can open the secret door hidden within the relief (Search DC 35). Otherwise, the door cannot be opened physically, cannot be damaged, and cannot be affected by magic. *Teleportation* magic and spells such as *passwall* or *ethereal jaunt* have only a 50% chance of success if initiated here to reach area 334. If they do not function, the caster suffers 1d4 points of Wisdom damage in feedback (no save).

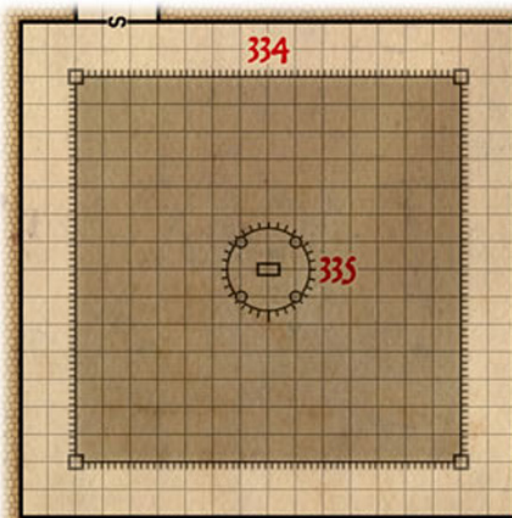
Connections: This area connects to area 332 and area 334.

See the map of Level 11.

334. DEEP PASSAGE (EL 13)

Summary: The perimeter of a vast chamber, surrounding a tall raised area, seems like a hallway. A hallway guarded by an iron golem.

Sights and Sounds: This area is dark. Those making a Listen check (DC 18) can hear heavy footfalls coming slowly closer.



This 20-foot wide corridor has brightly colored murals running both sides of its length as far as you can see. The murals show an elaborate cortege. Hundreds of otherworldly creatures bear a golden bier upon which rests a glowing coffin. Within the procession walk demons and angels, dragons, faeries, knights and wizards, priests of virtually every god or goddess, elves, dwarves, halflings, and even animals of virtually every type.

Ceiling: Characters on the ground cannot see the ceiling here, and have no idea they are not in a high-ceilinged hallway, rather than in a



vast room with a very high central platform. The central area is 60 feet above the floor here, so the actual ceiling is 100 feet above.

Inhabitant: A variant iron golem constantly patrols the length of this passage, attacking any intruders that it sees. It has darkvision to 120 feet, and gives off 10 foot radius of dim light itself. The golem's face is not made of iron but glass. It glows with golden light. Rather than being able to breathe poison gas, this golem can fire a double strength ray of searing light from his glass face every other round as a free action that provokes no attack of opportunity, inflicting 10d8 damage. This ray has a range of 280 feet.

It can also levitate itself at will.

Iron Golem: hp 125

Tactics: Like most golems, this one is straightforward. It uses its ray attack from range while advancing into melee. It fights fearlessly unto destruction, and pursues those that might flee from it, although not into area 333.

REVISIT (EL 13)

Should the PCs find this place, destroy the golem, leave, and then return, this "corridor" swarms with undead spirits. Some of these take the form of wraiths, while the rest manifest physically as wights. These angry undead attack anything that comes near.

Wraiths (8): hp 41, 38, 38, 37, 33, 32, 30, 27

Wights (16): hp 48, 43, 39, 35, 31, 29, 28, 26, 26, 25, 24, 21, 20, 19, 18, 15

Connections: This area connects to area 333 and area 335.

See the map of Level 11.

335. THE TRUE TOMB OF ORR

Summary: In the middle of a wide, artificial plateau, rests the true tomb of Orr.

Sights and Sounds: This area is dark and quiet.

The ceiling is 40 feet above you. Across the smooth stone floor, you see an enormous and elaborate catafalque, 12 feet high and 30 feet across its diameter.

Four massive stone columns rise up around an alabaster sarcophagus adorned with gold and jewels. At the top of each pillar is a large unlit brazier in the form of a watchful

death's head. The cold and emptiness here makes you feel as though you stand upon the precipice of the land of the dead itself.

The Catafalque: This large platform rises 12 feet above the rest of the floor. There are no stairs or other means to get to the top.

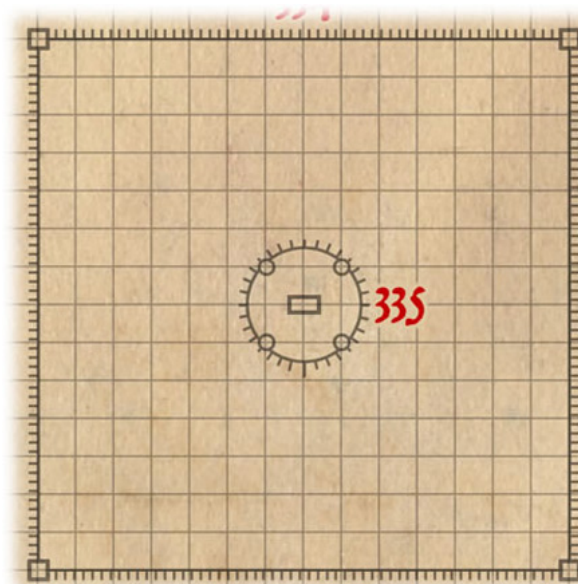
The Pillars and Braziers: The pillars are 25 feet tall. If the braziers are lit, the smoke given off forces all on the catafalque and all within 30 feet of it to make a Fort save (DC 22). Failure means that the character has a short vision about Orr's life: Orr learning magic, serving as a priest, roaming as a young knight named Gisseny, using spells to fashion a great tower, curing plagues, fighting monsters, exploring the planes, and so forth. The affected characters are in

a reverie for 1d10 minutes and cannot be roused.

If the braziers are unlit, however, the sarcophagus cannot be opened by anything short of a wish.

The Sarcophagus: The sarcophagus itself is worth 10,000 gp. If the gold and jewels are pried free for easier transport, the PCs

can make away with 3,000 gp worth of such treasure. The sarcophagus cannot be opened without lighting the braziers on the pillars.



Regardless of the braziers, however, there is a potent magical trap that activates if the PCs attempt to open the sarcophagus.

Wail of the Banshee Trap: CR 10; magic device; touch trigger; automatic reset; spell effect (wail of the banshee, 17th-level wizard, DC 23 Fortitude save negates); multiple targets (up to 17 creatures); Search DC 49; Disable Device DC 49.

Like with many of the traps on this level, magic has been applied to make this trap difficult to find and disarm. Although there is no magical aura, this effect can be dispelled (CL 15), reducing the Search and Disable Device DCs by 15.

The sarcophagus is empty, and is actually the entrance into Orr's crypt, which lies inside the catafalque. In this interior chamber gravity is nullified.

The corpse of a man floats in the middle of this round chamber, clad in robes as gray as his dry, ashen skin. Around him float a staff, a wand, a golden tube, a golden scepter tipped with an enormous emerald, and a jeweled orb. The walls of this room bear grand lettering that reads in Common, "The Wizard-Priest Orr is dead, and the world is a lesser place without him."

Treasure: The robes Orr wears are gray robes of the archmagi. The corpse also wears a medallion of thoughts, a +2 ring of protection, and miscellaneous jewelry: an amulet with diamonds (4,000 gp), three rings with jade (500 gp each), a bracelet with jade and diamonds (4,000 gp), an earring with more diamonds (1,000 gp). The staff is a *staff of*



evocation (22 charges), while the wand is a *wand of stonewall* (42 charges). The golden tube (200 gp) holds a *scroll of word of recall* and another of *heroes feast* and *greater planar ally*. The scepter and orb are not magical, but are worth 8,500 gp and 12,000 gp, respectively.

A careful search of the orb, however (Search DC 35), reveals a lead-lined secret compartment containing a *ring of one wish*.

Connections: This area connects to area 334. See the map of Level 11.

APPENDIX A: SPELLS & MAGIC

ITEMS

Jumanik's Glove

The fingers of this leather glove each end with a tip of copper. If a ranged or melee weapon is used in the hand wearing this glove, the wearer suffers a -4 penalty to attack rolls. However, should he still score a hit against a particular foe, the penalty goes away and he instead gains a +2 luck bonus to attack rolls and +1d6 bonus to damage rolls against that particular foe. These bonuses last one hour.

It is possible to wear this magical glove with any other singular magical glove. Thus, with a glove of storing, but not gloves of Dexterity.

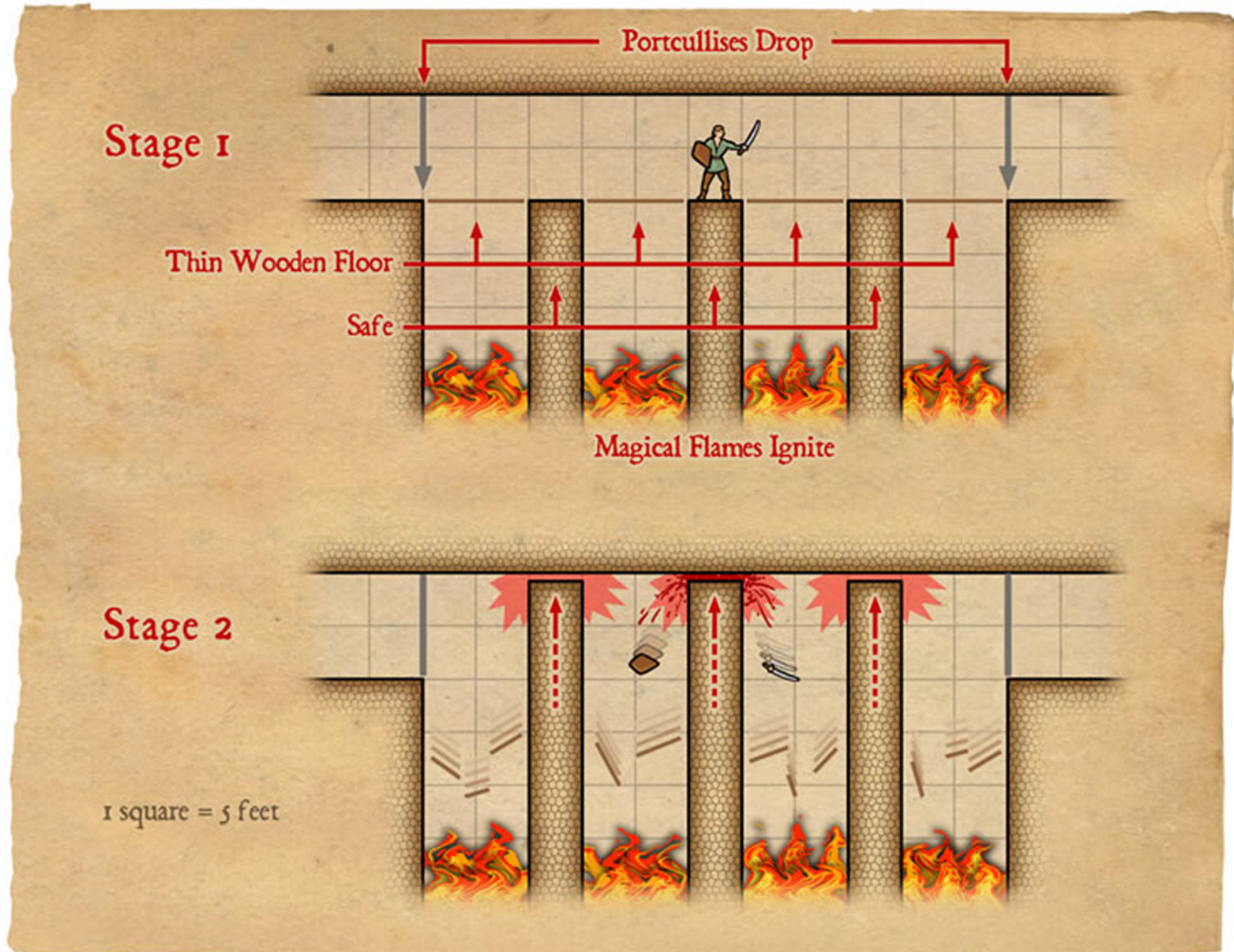
Moderate transmutation; CL 10; Craft Wondrous Item, *bles*, *bestow curse*; Price 10,000 gp

Tobacco of Runesmoke

This magical tobacco is only activated if smoked in a pipe of fine craftsmanship (worth at least 30 gp). Once imbibed, the tobacco allows the smoker to blow smoke in the shape of a magical symbol of his choosing (*sleep, fear, stunning, weakness, persuasion, insanity, pain or death*) as a full round action up to three times. The symbols must be created within 15 minutes of initially lighting the pipe.

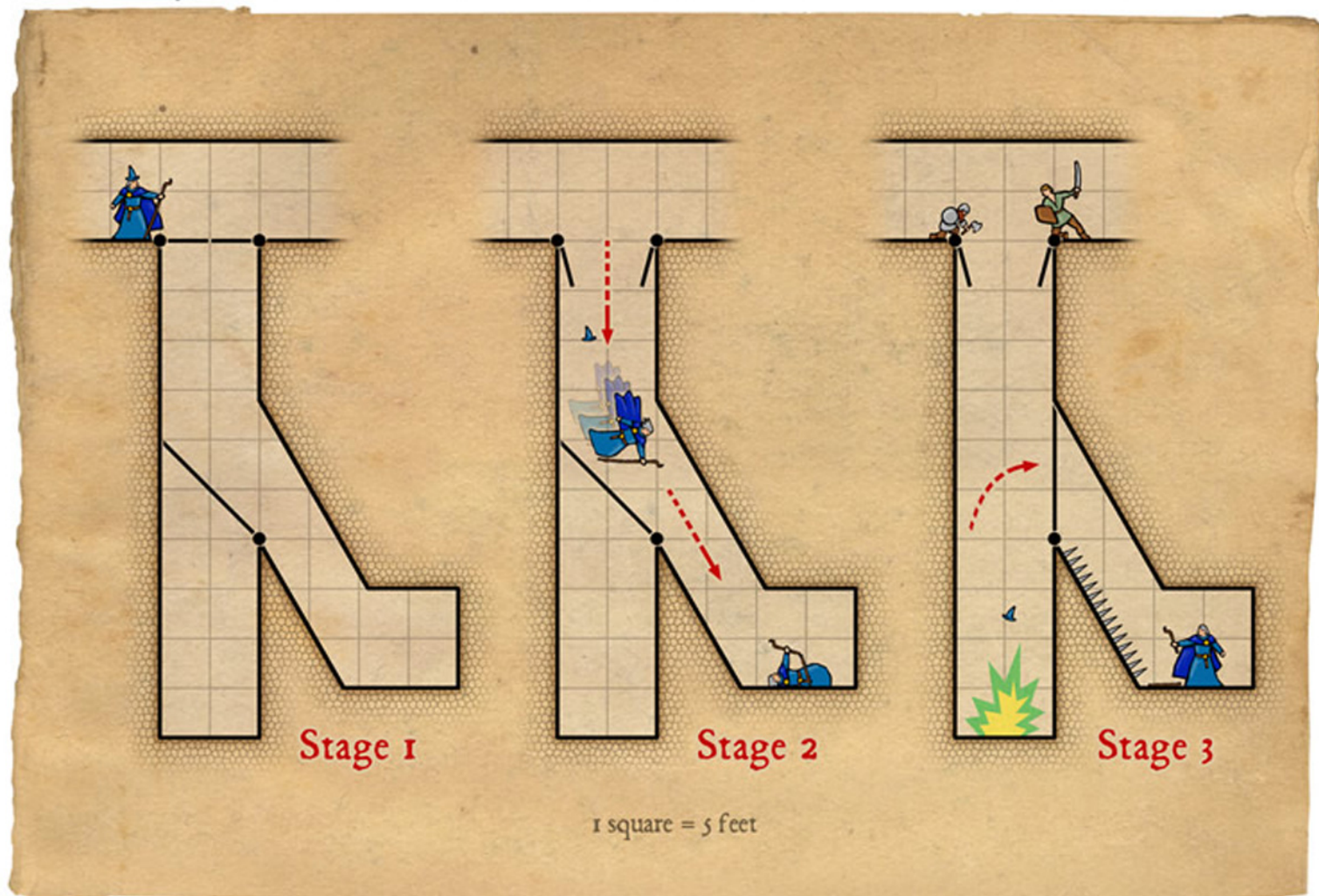
Strong Necromancy; CL 15; Craft Wondrous Item, *symbol of sleep, symbol of fear, symbol of stunning, symbol of weakness, symbol of persuasion, symbol of insanity, symbol of pain, symbol of death*; Price 15,000 gp

APPENDIX B: HANDOUTS

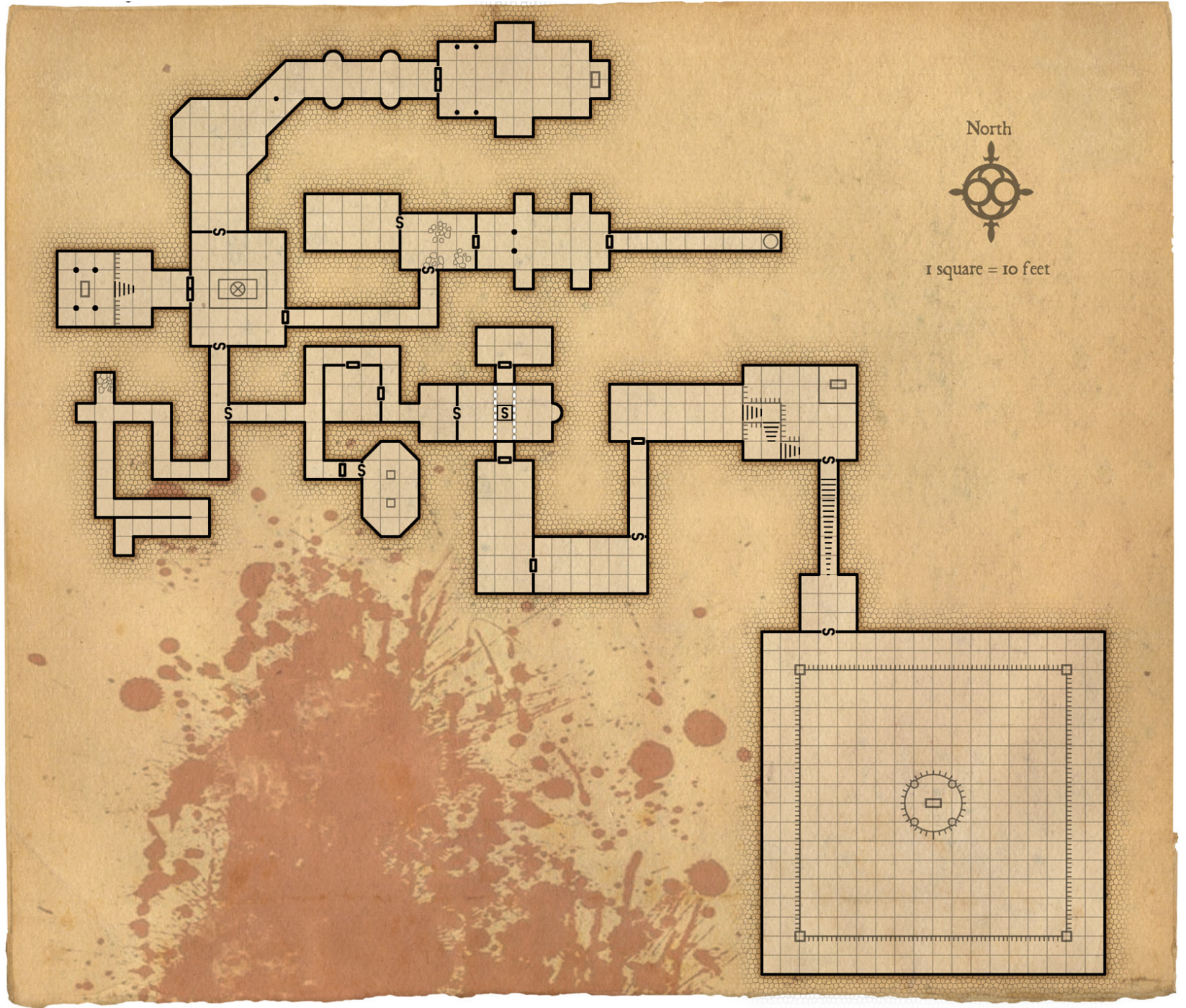


Crush and Burn Diagram

Trapped in a Pit Trap Diagram



Level Map No Secrets No Labels



APPENDIX C: GLOSSARY

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

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

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

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

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 descendants of those thrown in the pit dwell.

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

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

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

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

Red Saint: A powerful cleric named Azassarah 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. Azassarah 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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